

Rite Publishing Presents

101 Hill & Mountain Spells



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



by Dave Paul



Presents:

101 Hill & Mountain Spells

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Dedication: To Dan Vahovick and Robin Yoder for their valuable
suggestions.

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Introduction

Many terrain types have features that are similar in important ways to hills and mountains terrain. There are cliffs in canyons and there are badlands that serve as borders between wilderness and civilization every bit as much as hills serve as a border between the wild mountains and the valley towns. In many cases, spells in this product offering an additional effect in hills or mountains terrain could just as easily offer that additional effect in a canyon or in some badlands region. Please feel free to modify those aspects of these spells as fits your game.

Many monsters make their homes in the hills and mountains of the world. In addition to giants and dragons, there are all manner of humanoid races dwelling in these regions. Many of the spells in this product were devised either as spells that casters of those races might have developed against those entering their territory, as spells that others may have developed in anticipation of confronting those creatures in their home terrain, or as spells meant to overcome or exacerbate deficiencies in such areas. In almost all cases, these spells will remain useful in other environments but will really shine either in hills or mountains or when the material components are taken from such regions or the creatures living there.



Spell Lists

Alchemist Formulae

1st-Level Alchemist Formulae

Altitude Acclimation: Target is treated as native to high elevations.

Detect Minerals: You detect minerals within close range.

Unburiable: Touched creature is remarkably resilient to being buried or submerged in sand, soil and stone.

2nd-Level Alchemist Formulae

Cliff Dweller: Touched creature gains +4 on Acrobatics and Climb checks and +2 on some Fortitude saves.

Fast Flyer: Your speed while flying increases.

Mobat Screech: Staggers creatures for 1d3 rounds in a 10-ft.-radius burst.

Mountain Goat: Bonuses on Acrobatics, Climb and Perception checks, and Reflex saves.

Static Attractor: Target gains vulnerability to electricity and a -4 on all saves against electricity attacks and effects.

Stoneclimber: As *spider climb* but only on natural stone surfaces.

3rd-Level Alchemist Formulae

Mineral Manipulation: You reach into solid stone, manipulate the minerals within, and pull out a metal item.

Troll's Bane Aura: Your aura transforms electricity damage to fire damage, or cold damage to acid damage.

4th-Level Alchemist Formulae

Rise from Death: You are briefly able to return from death.

Yak's Tenacity: Gain bonuses to Acrobatics, Climb and Constitution checks, and to Fortitude saves.

5th-Level Alchemist Formulae

Argentine's Grace: Recipient gains resistances to cold, paralysis and spells based upon the power of the material component.

Avalanche Breath: You produce a cone of rocks and thunderous roaring that damages, deafens and buries creatures.

6th-Level Alchemist Formulae

Chimera Form: You assume the form of a chimera.

Fire Giant Form: You become a fire giant.

Form of the Wyvern: You become a wyvern.

Frost Giant Form: You become a frost giant.

Two-Headed Caster: You have two heads and can take an additional standard action each round.

Antipaladin Spells

1st-Level Antipaladin Spells

Gory Indulgence: Target gains +2 profane bonus on damage and fast healing 1.

2nd-Level Antipaladin Spells

Nocturnal Angst: Target loses its use of darkvision and low-light vision and is shaken when in darkness.

Puny: Target is reduced in size by one category and you are better able to damage it in melee.

3rd-Level Antipaladin Spells

Bugbear's Malice: Several targets become compelled to cause anguish through murder.

Wretched Outcast: Target radiates an unluck aura and may become isolated and depraved.

4th-Level Antipaladin Spells

Deep in the Cave: Targets are blinded, deafened, and may be nauseated.

Gnashing Blade: A magical slashing melee weapon gains the vorpal magical weapon special ability.

Rise from Death: You are briefly able to return from death.

Bard Spells

0-Level Bard Spells

Dazzled in the Light: Targets gain light sensitivity.

1st-Level Bard Spells

Fysome Grip: Any weapon you wield is treated as a masterwork weapon.

2nd-Level Bard Spells

Mobat Screech: Staggers creatures for 1d3 rounds in a 10-ft.-radius burst.

Mountain Goat: Bonuses on Acrobatics, Climb and Perception checks, and Reflex saves.

Puny: Target is reduced in size by one category and you are better able to damage it in melee.

Yodel: Send messages hidden in song.

4th-Level Bard Spells

Dance into the Stars: Your dancing fascinates those who fail their saves and they'll follow you anywhere.

Deep in the Cave: Targets are blinded, deafened, and may be nauseated.

Summon Hippogriff Team: Summons several hippogriffs to fight for you or carry you and your allies.

5th-Level Bard Spells

Aura of Sluggishness: Creatures within 30 ft. of you are slowed.

Debilitating Roar: You produce a 60-ft.-radius roar that persists for 3 rounds.

6th-Level Bard Spells

Insightful Riddler: Target becomes obsessed with riddles and puzzles.

Masses Dig: You inspire a community to become miners who dig for you.

Song from the Heights: You and a team of others sing a powerful song damaging allies in an enormous cone.

Bloodrager Spells

1st-Level Bloodrager Spells

Altitude Acclimation: Target is treated as native to high elevations.

Dazzling Pain: Target's tears turn to acid and suffers 2d4 acid damage.

Fysome Grip: Any weapon you wield is treated as a masterwork weapon.

Hill Trekker: Touched creature treats steep slope as regular terrain.

2nd-Level Bloodrager Spells

Cliff Dweller: Touched creature gains +4 on Acrobatics and Climb checks and +2 on some Fortitude saves.

Fast Flyer: Your speed while flying increases.

Gory Indulgence: Target gains +2 profane bonus on damage and fast healing 1.

Mobat Screech: Staggers creatures for 1d3 rounds in a 10-ft.-radius burst.

Mountain Goat: Bonuses on Acrobatics, Climb and Perception checks, and Reflex saves.

Puny: Target is reduced in size by one category and you are better able to damage it in melee.

Static Attractor: Target gains vulnerability to electricity and a -4 on all saves against electricity attacks and effects.

Stoneclimber: As *spider climb* but only on natural stone surfaces.

3rd-Level Bloodrager Spells

Altitude Sickness: Target is fatigued and slowly succumbs to ability score damage.

Catapult Ally: Launch an ally forward.

Hew Crowd: Waves of force damage and push creatures outward from a designated point.

Manticore Form: You gain claw and bite attacks and grow a tail that shoots spikes.

Stone's Throw: Throw or shoot a projectile and teleport to the space where it comes to rest.

Troll's Bane Aura: Your aura transforms electricity damage to fire damage, or cold damage to acid damage.

4th-Level Bloodrager Spells

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Attract Boulders: Target suddenly attracts boulders which slam into the target and those nearby.

Cone of Ash: Cone of hot ash causes 1d6 fire damage per caster level and blinds targets for 1d4 rounds.

Gnashing Blade: A magical slashing melee weapon gains the vorpal magical weapon special ability.

Magma Sheet: Wall-like sheet of magma rains downward causing 1d6 fire damage/level.

Phase Runner: You are ethereal while you are moving.

Soroche: Targets suffer fatigue, confusion and mental ability score loss.

Starlight Transposition: Teleport across time or space but only within the range of starlight.

Stone Thrower: You become Large-sized, gain a +6 size-bonus to Strength and a +1/3 levels bonus on attack rolls with thrown rocks.

Volcano Bomb: Conjure a volcano bomb that explodes in a 30-ft. radius causing 1d6/level damage.

Wretched Outcast: Target radiates an unluck aura and may become isolated and depraved.

Yak's Tenacity: Gain bonuses to Acrobatics, Climb and Constitution checks, and to Fortitude saves.

Cleric/Oracle Spells

0-Level Cleric/Oracle Spells

Dazzled in the Light: Targets gain light sensitivity.

Earth's Hearth: Ground gives off small amount of heat and light for several hours.

1st-Level Cleric/Oracle Spells

Altitude Acclimation: Target is treated as native to high elevations.

Detect Minerals: You detect minerals within close range.

2nd-Level Cleric/Oracle Spells

Cloudwalker: Target creature treads upon clouds and fog as though they were solid ground.

Gory Indulgence: Target gains +2 profane bonus on damage and fast healing 1.

Puny: Target is reduced in size by one category and you are better able to damage it in melee.

3rd-Level Cleric/Oracle Spells

Altitude Sickness: Target is fatigued and slowly succumbs to ability score damage.

Bugbear's Malice: Several targets become compelled to cause anguish through murder.

Faceless Vision: Your face disappears and you no longer need to breathe; you are also immune to gaze attacks.

Hillock Homestead: Creates temporary shelter.

Nature's Stairway: Creates navigable stairs out of stone.

Nocturnal Angst: Target loses its use of darkvision and low-light vision and is shaken when in darkness.

Ogre Madness: Target slowly transforms into an ogre.

Suppress Resistance: Touched creature produces an aura that suppresses energy resistance.

Wretched Outcast: Target radiates an unluck aura and may become isolated and deprived.

4th-Level Cleric/Oracle Spells

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Cursed Hill Traveler: Target is dizzy whenever it is in hills or mountains terrain.

Death by Snakes: Summon a swarm of venomous snakes.

Hewn from the Same Stone: You and your allies become dwarves and may share one another's traits.

Mountain Hunters: Bonuses on saves and checks against most effects of mountain-dwelling dragons and giants.

Rise from Death: You are briefly able to return from death.

Summon Hippogriff Team: Summons several hippogriffs to fight for you or carry you and your allies.

5th-Level Cleric/Oracle Spells

Argentine's Grace: Recipient gains resistances to cold, paralysis and spells based upon the power of the material component.

Cloud Bridge: Creates a bridge of cloud matter connecting cloud-shrouded high points.

Eagle-Winged Guardian: You grow to Large size, sprout wings, and gain bonuses to Str and Dex.

Floating Hills: You create several floating hills on which many individuals can slowly fly.

Grimm's Resistance: Gain concealment and spell resistance against fey creatures.

Find Mountain Pass: Shows most direct route through mountain range.

Summon Griffons: Summon 1d3 griffons.

6th-Level Cleric/Oracle Spells

Flight of Nightgaunts: You summon 3d4 nightgaunts.

Homing Stone: Thrown stones teleport targets to those stones' former locations.

Insightful Riddler: Target becomes obsessed with riddles and puzzles.

Stone Steading: Create an underground fortress.

7th-Level Cleric/Oracle Spells

Masses Dig: You inspire a community to become miners who dig for you.

8th-Level Cleric/Oracle Spells

Floating Mountain: You create a floating mountain on which many individuals can slowly fly.

Song from the Heights: You and a team of others sing a powerful song damaging allies in an enormous cone.

9th-Level Cleric/Oracle Spells

Call Down the Mountaintop: A mountaintop falls onto those below, damaging, crushing and pinning all in its path.

Druid Spells

0-Level Druid Spells

Dazzled in the Light: Targets gain light sensitivity.

Earth's Hearth: Ground gives off small amount of heat and light for several hours.

1st-Level Druid Spells

Altitude Acclimation: Target is treated as native to high elevations.

Boulder: A boulder grants partial cover.

Detect Minerals: You detect minerals within close range.

Hill Trekker: Touched creature treats steep slope as regular terrain.

Scree Field: A small field of shifting pebbles hampers movement.

Unburiable: Touched creature is remarkably resilient to being buried or submerged in sand, soil and stone.

2nd-Level Druid Spells

Fast Flyer: Your speed while flying increases.

Mountain Goat: Bonuses on Acrobatics, Climb and Perception checks, and Reflex saves.

Static Attractor: Target gains vulnerability to electricity and a -4 on all saves against electricity attacks and effects.

Stoneclimber: As *spider climb* but only on natural stone surfaces.

3rd-Level Druid Spells

Altitude Sickness: Target is fatigued and slowly succumbs to ability score damage.

Create Chasm: You create a chasm akin to the pit formed by *create pit*.

Hillock Homestead: Creates temporary shelter.

Nature's Stairway: Creates navigable stairs out of stone.

Suppress Resistance: Touched creature produces an aura that suppresses energy resistance.

Sure-Footed Mounts: Several mounts become sure-footed.

Yak's Tenacity: Gain bonuses to Acrobatics, Climb and Constitution checks, and to Fortitude saves.

4th-Level Druid Spells

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Attract Boulders: Target suddenly attracts boulders which slam into the target and those nearby.

Create Cave: Creates a cave in natural rock.

Death by Snakes: Summon a swarm of venomous snakes.



Floating Hills

Find Mountain Pass: Shows most direct route through mountain range.

Unburiable, Mass: Touched creatures are remarkably resilient to being buried or submerged in sand, soil and stone.

5th-Level Druid Spells

Aspect of the Snow Leopard: Gives bonuses to Str and Dex, and on Acrobatics, Climb, Perception and Stealth checks.

Cloud Bridge: Creates a bridge of cloud matter connecting cloud-shrouded high points.

Flash Flood: Create a rapidly flowing river three times as long as it is wide.

Floating Hills: You create several floating hills on which many individuals can slowly fly.

Grimm's Resistance: Gain concealment and spell resistance against fey creatures.

Stoneclimber, Mass: As *stoneclimber* but affecting multiple creatures.

Stone Warriors: Transform 1 stone/level into animated, stone animals.

Thunder and Lightning: You produce the spectacular effects of a thunderstorm including hail, lightning and thunder.

6th-Level Druid Spells

Acid Rain: Acidic rain pours down in the area causing 1d6 acid damage per round.

Homing Stone: Thrown stones teleport targets to those stones' former locations.

Stone Steading: Create an underground fortress.

8th-Level Druid Spells

Floating Mountain: You create a floating mountain on which many individuals can slowly fly.

9th-Level Druid Spells

Call Down the Mountaintop: A mountaintop falls onto those below, damaging, crushing and pinning all in its path.

Raise Mountain Range: You convert a region of hills into mountains.

Inquisitor Spells

0-Level Inquisitor Spells

Dazzled in the Light: Targets gain light sensitivity.

Earth's Hearth: Ground gives off small amount of heat and light for several hours.

1st-Level Inquisitor Spells

Altitude Acclimation: Target is treated as native to high elevations.

Hill Trekker: Touched creature treats steep slope as regular terrain.

3rd-Level Inquisitor Spells

Nocturnal Angst: Target loses its use of darkvision and low-light vision and is shaken when in darkness.

4th-Level Inquisitor Spells

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Rise from Death: You are briefly able to return from death.

5th-Level Inquisitor Spells

Argentine's Grace: Recipient gains resistances to cold, paralysis and spells based upon the power of the material component.

Cloud Bridge: Creates a bridge of cloud matter connecting cloud-shrouded high points.

Find Mountain Pass: Shows most direct route through mountain range.

Grimm's Resistance: Gain concealment and spell resistance against fey creatures.

Magus Spells

0-Level Magus Spells

Dazzled in the Light: Targets gain light sensitivity.

Earth's Hearth: Ground gives off small amount of heat and light for several hours.

1st-Level Magus Spells

Altitude Acclimation: Target is treated as native to high elevations.

Dazzling Pain: Target's tears turn to acid and suffers 2d4 acid damage.

Fysome Grip: Any weapon you wield is treated as a masterwork weapon.

Hill Trekker: Touched creature treats steep slope as regular terrain.

2nd-Level Magus Spells

Cliff Dweller: Touched creature gains +4 on Acrobatics and Climb checks and +2 on some Fortitude saves.

Fast Flyer: Your speed while flying increases.

Gory Indulgence: Target gains +2 profane bonus on damage and fast healing 1.

Mobat Screech: Staggers creatures for 1d3 rounds in a 10-ft.-radius burst.

Mountain Goat: Bonuses on Acrobatics, Climb and Perception checks, and Reflex saves.

Puny: Target is reduced in size by one category and you are better able to damage it in melee.

Static Attractor: Target gains vulnerability to electricity and a -4 on all saves against electricity attacks and effects.

Stoneclimber: As *spider climb* but only on natural stone surfaces.

3rd-Level Magus Spells

Altitude Sickness: Target is fatigued and slowly succumbs to ability score damage.

Catapult Ally: Launch an ally forward.

Hew Crowd: Waves of force damage and push creatures outward from a designated point.

Manticore Form: You gain claw and bite attacks and grow a tail that shoots spikes.

Stone's Throw: Throw or shoot a projectile and teleport to the space where it comes to rest.

Troll's Bane Aura: Your aura transforms electricity damage to fire damage, or cold damage to acid damage.

4th-Level Magus Spells

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Attract Boulders: Target suddenly attracts boulders which slam into the target and those nearby.

Cone of Ash: Cone of hot ash causes 1d6 fire damage per caster level and blinds targets for 1d4 rounds.

Magma Sheet: Wall-like sheet of magma rains downward causing 1d6 fire damage/level.

Phase Runner: You are ethereal while you are moving.

Rise from Death: You are briefly able to return from death.

Soroche: Targets suffer fatigue, confusion and mental ability score loss.

Starlight Transposition: Teleport across time or space but only within the range of starlight.

Stone Thrower: You become Large-sized, gain a +6 size-bonus to Strength and a +1/3 levels bonus on attack rolls with thrown rocks.

Volcano Bomb: Conjure a volcano bomb that explodes in a 30-ft. radius causing 1d6/level damage.

Yak's Tenacity: Gain bonuses to Acrobatics, Climb and Constitution checks, and to Fortitude saves.

5th-Level Magus Spells

Aura of Sluggishness: Creatures within 30 ft. of you are slowed.

Avalanche Breath: You produce a cone of rocks and thunderous roaring that damages, deafens and buries creatures.

Crawling Flames: A 40-ft.-by-40-ft. sheet of flames moves downhill setting everything in its path on fire.

Flash Flood: Create a rapidly flowing river three times as long as it is wide.

Floating Hills: You create several floating hills on which many individuals can slowly fly.

Gnashing Blade: A magical slashing melee weapon gains the vorpal magical weapon special ability.

Portive Stone: Teleport adjacent to a target struck by a thrown stone.

Thunder and Lightning: You produce the spectacular effects of a thunderstorm including hail, lightning and thunder.

6th-Level Magus Spells

Acid Rain: Acidic rain pours down in the area causing 1d6 acid damage per round.

Chimera Form: You assume the form of a chimera.

Debilitating Roar: You produce a 60-ft.-radius roar that persists for 3 rounds.

Form of the Wyvern: You become a wyvern.

Two-Headed Caster: You have two heads and can take an additional standard action each round.

Paladin Spells

2nd-Level Paladin Spells

Cloudwalker: Target creature treads upon clouds and fog as though they were solid ground.

3rd-Level Paladin Spells

Mountain Hunters: Bonuses on saves and checks against most effects of mountain-dwelling dragons and giants.

Suppress Resistance: Touched creature produces an aura that suppresses energy resistance.

4th-Level Paladin Spells

Argentine's Grace: Recipient gains resistances to cold, paralysis and spells based upon the power of the material component.

Eagle-Winged Guardian: You grow to Large size, sprout wings, and gain bonuses to Str and Dex.

Ranger Spells

1st-Level Ranger Spells

Altitude Acclimation: Target is treated as native to high elevations.

Cliff Dweller: Touched creature gains +4 on Acrobatics and Climb checks and +2 on some Fortitude saves.

Detect Minerals: You detect minerals within close range.

Hill Trekker: Touched creature treats steep slope as regular terrain.

Mountain Goat: Bonuses on Acrobatics, Climb and Perception checks, and Reflex saves.

Scree Field: A small field of shifting pebbles hampers movement.

Unburiable: Touched creature is remarkably resilient to being buried or submerged in sand, soil and stone.

2nd-Level Ranger Spells

Hillock Homestead: Creates temporary shelter.

Stone's Throw: Throw or shoot a projectile and teleport to the space where it comes to rest.

3rd-Level Ranger Spells

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Find Mountain Pass: Shows most direct route through mountain range.

Mountain Hunters: Bonuses on saves and checks against most effects of mountain-dwelling dragons and giants.

Suppress Resistance: Touched creature produces an aura that suppresses energy resistance.

Sure-Footed Mounts: Several mounts become sure-footed.

Unburiable, Mass: Touched creatures are remarkably resilient to being buried or submerged in sand, soil and stone.

Yak's Tenacity: Gain bonuses to Acrobatics, Climb and Constitution checks, and to Fortitude saves.

4th-Level Ranger Spells

Aspect of the Snow Leopard: Gives bonuses to Str and Dex, and on Acrobatics, Climb, Perception and Stealth checks.

Eagle-Winged Guardian: You grow to Large size, sprout wings, and gain bonuses to Str and Dex.

Grimm's Resistance: Gain concealment and spell resistance against Fey creatures.

Homing Stone: Thrown stones teleport targets to those stones' former locations.

Portive Stone: Teleport adjacent to a target struck by a thrown stone.

Summon Griffons: Summon 1d3 griffons.

Shaman Spells

0-Level Shaman Spells

Dazzled in the Light: Targets gain light sensitivity.

Earth's Hearth: Ground gives off small amount of heat and light for several hours.

1st-Level Shaman Spells

Altitude Acclimation: Target is treated as native to high elevations.

Boulder: A boulder grants partial cover.

2nd-Level Shaman Spells

Fast Flyer: Your speed while flying increases.

Static Attractor: Target gains vulnerability to electricity and a -4 on all saves against electricity attacks and effects.

3rd-Level Shaman Spells

Altitude Sickness: Target is fatigued and slowly succumbs to ability score damage.

Create Chasm: You create a chasm akin to the pit formed by *create pit*.

Hillock Homestead: Creates temporary shelter.

Sure-Footed Mounts: Several mounts become sure-footed.

Wretched Outcast: Target radiates an unluck aura and may become isolated and depraved.

Yak's Tenacity: Gain bonuses to Acrobatics, Climb and Constitution checks, and to Fortitude saves.

4th-Level Shaman Spells

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Curse of the Unleashed Beast: Target transforms and may rage when intoxicated or enraged.

Cursed Hill Traveler: Target is dizzy whenever it is in hills or mountains terrain.

Death by Snakes: Summon a swarm of venomous snakes.

5th-Level Shaman Spells

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Find Mountain Pass: Shows most direct route through mountain range.

Flash Flood: Create a rapidly flowing river three times as long as it is wide.

Grimm's Resistance: Gain concealment and spell resistance against fey creatures.

Stone Warriors: Transform 1 stone/level into animated, stone animals.

Thunder and Lightning: You produce the spectacular effects of a thunderstorm including hail, lightning and thunder.

6th-Level Shaman Spells

Stone Steading: Create an underground fortress.

9th-Level Shaman Spells

Call Down the Mountaintop: A mountaintop falls onto those below, damaging, crushing and pinning all in its path.

Sorcerer/Wizard Spells

0-Level Sorcerer/Wizard Spells

Evocation

Earth's Hearth: Ground gives off small amount of heat and light for several hours.

Transmutation

Dazzled in the Light: Targets gain light sensitivity.

1st-Level Sorcerer/Wizard Spells

Abjuration

Altitude Acclimation: Target is treated as native to high elevations.

Unburiable: Touched creature is remarkably resilient to being buried or submerged in sand, soil and stone.

Divination

Detect Minerals: You detect minerals within close range.

Transmutation

Dazzling Pain: Target's tears turn to acid and suffers 2d4 acid damage.

Fysome Grip: Any weapon you wield is treated as a masterwork weapon.

Hill Trekker: Touched creature treats steep slope as regular terrain.

2nd-Level Sorcerer/Wizard Spells

Enchantment

Gory Indulgence: Target gains +2 profane bonus on damage and fast healing 1.

Evocation

Mobat Screech: Staggers creatures for 1d3 rounds in a 10-ft.-radius burst.

Transmutation

Cliff Dweller: Touched creature gains +4 on Acrobatics and Climb checks and +2 on some Fortitude saves.

Fast Flyer: Your speed while flying increases.

Mountain Goat: Bonuses on Acrobatics, Climb and Perception checks, and Reflex saves.

Puny: Target is reduced in size by one category and you are better able to damage it in melee.

Static Attractor: Target gains vulnerability to electricity and a -4 on all saves against electricity attacks and effects.

Stoneclimber: As *spider climb* but only on natural stone surfaces.

Tengu Taint: Touched creature's Dexterity score, and Perception and Stealth checks improve but its Constitution score and its Sense Motive checks decrease.

Yodel: Send messages hidden in song.

3rd-Level Sorcerer/Wizard Spells

Conjuration

Nature's Stairway: Creates navigable stairs out of stone.

Stone's Throw: Throw or shoot a projectile and teleport to the space where it comes to rest.

Evocation

Hew Crowd: Waves of force damage and push creatures outward from a designated point.

Necromancy

Altitude Sickness: Target is fatigued and slowly succumbs to ability score damage.

Nocturnal Angst: Target loses its use of darkvision and low-light vision and is shaken when in darkness.

Transmutation

Catapult Ally: Launch an ally forward.

Cloudwalker: Target creature treads upon clouds and fog as though they were solid ground.

Faceless Vision: Your face disappears and you no longer need to breathe; you are also immune to gaze attacks.

Hill Ghost: You are incorporeal while you occupy higher ground than when you cast the spell.

Manticore Form: You gain claw and bite attacks and grow a tail that shoots spikes.

Troll's Bane Aura: Your aura transforms electricity damage to fire damage, or cold damage to acid damage.

4th-Level Sorcerer/Wizard Spells

Abjuration

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Unburiable, Mass: Touched creatures are remarkably resilient to being buried or submerged in sand, soil and stone.

Conjuration

Create Chasm: You create a chasm akin to the pit formed by create pit.

Magma Sheet: Wall-like sheet of magma rains downward causing 1d6 fire damage/level.

Starlight Transposition: Teleport across time or space but only within the range of starlight.

Summon Hippogriff Team: Summons several hippogriffs to fight for you or carry you and your allies.

Volcano Bomb: Conjure a volcano bomb that explodes in a 30-ft. radius causing 1d6/level damage.

Enchantment

Bugbear's Malice: Several targets become compelled to cause anguish through murder.

Dance into the Stars: Your dancing fascinates those who fail their saves and they'll follow you anywhere.

Evocation

Cone of Ash: Cone of hot ash causes 1d6 fire damage per caster level and blinds targets for 1d4 rounds.

Illusion

Deep in the Cave: Targets are blinded, deafened, and may be nauseated.

Necromancy

Cursed Hill Traveler: Target is dizzy whenever it is in hills or mountains terrain.

Rise from Death: You are briefly able to return from death.

Soroche: Targets suffer fatigue, confusion and mental ability score loss.

Wretched Outcast: Target radiates an unluck aura and may become isolated and deprived.

Transmutation

Attract Boulders: Target suddenly attracts boulders which slam into the target and those nearby.

Curse of the Unleashed Beast: Target transforms and may rage when intoxicated or enraged.

Hewn from the Same Stone: You and your allies become dwarves and may share one another's traits.

Mineral Manipulation: You reach into solid stone, manipulate the minerals within, and pull out a metal item.

Ogre Madness: Target slowly transforms into an ogre.

Phase Runner: You are ethereal while you are moving.

Stone Thrower: You become Large-sized, gain a +6 size-bonus to Strength and a +1/3 levels bonus on attack rolls with thrown rocks.



Ogre Madness

Suppress Resistance: Touched creature produces an aura that suppresses energy resistance.

Sure-Footed Mounts: Several mounts become sure-footed.

Yak's Tenacity: Gain bonuses to Acrobatics, Climb and Constitution checks, and to Fortitude saves.

5th-Level Sorcerer/Wizard Spells

Abjuration

Grimm's Resistance: Gain concealment and spell resistance against fey creatures.

Conjuration

Cloud Bridge: Creates a bridge of cloud matter connecting cloud-shrouded high points.

Crawling Flames: A 40-ft.-by-40-ft. sheet of flames moves downhill setting everything in its path on fire.

Flash Flood: Create a rapidly flowing river three times as long as it is wide.

Floating Hills: You create several floating hills on which many individuals can slowly fly.

Portive Stone: Teleport adjacent to a target struck by a thrown stone.

Summon Griffons: Summon 1d3 griffons.

Divination

Find Mountain Pass: Shows most direct route through mountain range.

Evocation

Avalanche Breath: You produce a cone of rocks and thunderous roaring that damages, deafens and buries creatures.

Thunder and Lightning: You produce the spectacular effects of a thunderstorm including hail, lightning and thunder.

Transmutation

Aura of Sluggishness: Creatures within 30 ft. of you are slowed.

Gnashing Blade: A magical slashing melee weapon gains the vorpal magical weapon special ability.

Stoneclimber, Mass: As *stoneclimber* but affecting multiple creatures.

6th-Level Sorcerer/Wizard Spells

Abjuration

Argentine's Grace: Recipient gains resistances to cold, paralysis and spells based upon the power of the material component.

Conjuration

Flight of Nightgaunts: You summon 3d4 nightgaunts.

Homing Stone: Thrown stones teleport targets to those stones' former locations.

Rampage of Flame Drakes: Summons 3 to 5 flame drakes.

Enchantment

Insightful Riddler: Target becomes obsessed with riddles and puzzles.

Evocation

Acid Rain: Acidic rain pours down in the area causing 1d6 acid damage per round.

Debilitating Roar: You produce a 60-ft.-radius roar that persists for 3 rounds.

Transmutation

Chimera Form: You assume the form of a chimera.

Flight of Wyverns: You and up to 5 allies are transformed into Medium-sized wyverns.

Form of the Wyvern: You become a wyvern.

Mob of Giants: Transform a group of humanoids into hill giants.

Two-Headed Caster: You have two heads and can take an additional standard action each round.

7th-Level Sorcerer/Wizard Spells

Enchantment

Masses Dig: You inspire a community to become miners who dig for you.

Evocation

Incinerate: Ray incinerates target causing 40d6 fire damage.

Illusion

Amphisbaenic Caster: You split in two, one of which is a shadowy duplicate.

Transmutation

Drake Form, Spire: You become a spire drake.

Fire Giant Form: You become a fire giant.

Frost Giant Form: You become a frost giant.

Immunity to Petrification: Touched creature cannot be turned to stone or mineral.

Oni Form, Ogre Mage: You assume the form of an ogre mage.

8th-Level Sorcerer/Wizard Spells

Conjuration

Floating Mountain: You create a floating mountain on which many individuals can slowly fly.

Summon Mountain Champion: Summon a combat clairvoyant cloud giant riding a resilient roc.

Summoner Spells

0-Level Summoner Spells

Earth's Hearth: Ground gives off small amount of heat and light for several hours.

1st-Level Summoner Spells

Earth's Hearth: Ground gives off small amount of heat and light for several hours.

Altitude Acclimation: Target is treated as native to high elevations.

2nd-Level Summoner Spells

Fast Flyer: Your speed while flying increases.

Gory Indulgence: Target gains +2 profane bonus on damage and fast healing 1.

Stoneclimber: As *spider climb* but only on natural stone surfaces.

3rd-Level Summoner Spells

Create Chasm: You create a chasm akin to the pit formed by *create pit*.

Death by Snakes: Summon a swarm of venomous snakes.

Summon Hippogriff Team: Summons several hippogriffs to fight for you or carry you and your allies.

4th-Level Summoner Spells

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Cloud Bridge: Creates a bridge of cloud matter connecting cloud-shrouded high points.

Floating Hills: You create several floating hills on which many individuals can slowly fly.

Phase Runner: You are ethereal while you are moving.



Rampage of Flame Drakes

Starlight Transposition: Teleport across time or space but only within the range of starlight.

Stoneclimber, Mass: As *stoneclimber* but affecting multiple creatures.

Summon Griffons: Summon 1d3 griffons.

5th-Level Summoner Spells

Argentine's Grace: Recipient gains resistances to cold, paralysis and spells based upon the power of the material component.

Aura of Sluggishness: Creatures within 30 ft. of you are slowed.

Crawling Flames: A 40-ft.-by-40-ft. sheet of flames moves downhill setting everything in its path on fire.

Flight of Nightgaunts: You summon 3d4 nightgaunts.

Rampage of Flame Drakes: Summons 3 to 5 flame drakes.

6th-Level Summoner Spells

Floating Mountain: You create a floating mountain on which many individuals can slowly fly.

Summon Mountain Champion: Summon a combat clairvoyant cloud giant riding a resilient roc.

Witch Spells

0-Level Witch Spells

Dazzled in the Light: Targets gain light sensitivity.

Earth's Hearth: Ground gives off small amount of heat and light for several hours.

1st-Level Witch Spells

Altitude Acclimation: Target is treated as native to high elevations.

Dazzling Pain: Target's tears turn to acid and suffers 2d4 acid damage.

Detect Minerals: You detect minerals within close range.

Hill Trekker: Touched creature treats steep slope as regular terrain.

Unburiable: Touched creature is remarkably resilient to being buried or submerged in sand, soil and stone.

2nd-Level Witch Spells

Cliff Dweller: Touched creature gains +4 on Acrobatics and Climb checks and +2 on some Fortitude saves.

Fast Flyer: Your speed while flying increases.

Gory Indulgence: Target gains +2 profane bonus on damage and fast healing 1.

Mountain Goat: Bonuses on Acrobatics, Climb and Perception checks, and Reflex saves.

Static Attractor: Target gains vulnerability to electricity and a -4 on all saves against electricity attacks and effects.

3rd-Level Witch Spells

Altitude Sickness: Target is fatigued and slowly succumbs to ability score damage.

Cursed Hill Traveler: Target is dizzy whenever it is in hills or mountains terrain.

Faceless Vision: Your face disappears and you no longer need to breathe; you are also immune to gaze attacks.

Hew Crowd: Waves of force damage and push creatures outward from a designated point.

Hill Ghost: You are incorporeal while you occupy higher ground than when you cast the spell.

Nocturnal Angst: Target loses its use of darkvision and low-light vision and is shaken when in darkness.

Ogre Madness: Target slowly transforms into an ogre.

Wretched Outcast: Target radiates an unluck aura and may become isolated and deprived.

4th-Level Witch Spells

Altitude Acclimation, Mass: Targets are treated as native to high elevations.

Bugbear's Malice: Several targets become compelled to cause anguish through murder.

Cone of Ash: Cone of hot ash causes 1d6 fire damage per caster level and blinds targets for 1d4 rounds.

Curse of the Unleashed Beast: Target transforms and may rage when intoxicated or enraged.

Dance into the Stars: Your dancing fascinates those who fail their saves and they'll follow you anywhere.

Death by Snakes: Summon a swarm of venomous snakes.

Deep in the Cave: Targets are blinded, deafened, and may be nauseated.

Rise from Death: You are briefly able to return from death.

Starlight Transposition: Teleport across time or space but only within the range of starlight.

Summon Hippogriff Team: Summons several hippogriffs to fight for you or carry you and your allies.

Sure-Footed Mounts: Several mounts become sure-footed.

Unburiable, Mass: Touched creatures are remarkably resilient to being buried or submerged in sand, soil and stone.

Volcano Bomb: Conjure a volcano bomb that explodes in a 30-ft. radius causing 1d6/level damage.

Yak's Tenacity: Gain bonuses to Acrobatics, Climb and Constitution checks, and to Fortitude saves.

5th-Level Witch Spells

Find Mountain Pass: Shows most direct route through mountain range.

Floating Hills: You create several floating hills on which many individuals can slowly fly.

Grimm's Resistance: Gain concealment and spell resistance against fey creatures.

Thunder and Lightning: You produce the spectacular effects of a thunderstorm including hail, lightning and thunder.

6th-Level Witch Spells

Acid Rain: Acidic rain pours down in the area causing 1d6 acid damage per round.

Flight of Nightgaunts: You summon 3d4 nightgaunts.

Mob of Giants: Transform a group of humanoids into hill giants.

Two-Headed Caster: You have two heads and can take an additional standard action each round.

7th-Level Witch Spells

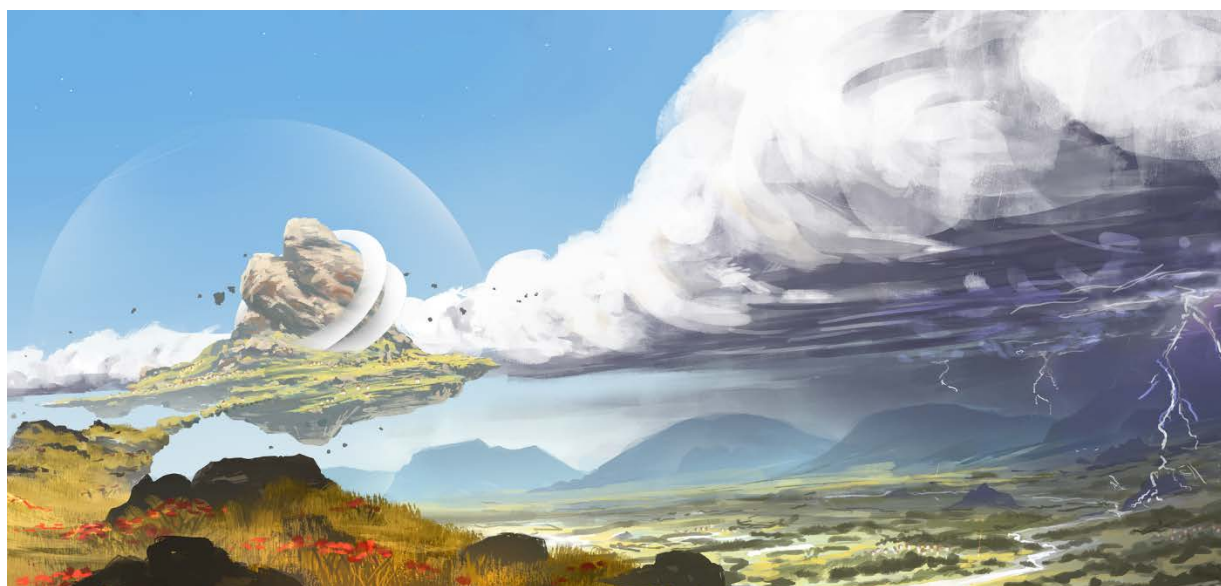
Amphisbaenic Caster: You split in two, one of which is a shadowy duplicate.

Masses Dig: You inspire a community to become miners who dig for you.

Oni Form, Ogre Mage: You assume the form of an ogre mage.

8th-Level Witch Spells

Floating Mountain: You create a floating mountain on which many individuals can slowly fly.



Floating Mountain

Spell Descriptions

Acid Rain

School: Evocation [acid]; **Level:** Druid 6, Magus 6, Sorcerer/Wizard 6, Witch 6

Casting Time: 1 standard action

Components: V, S, M/DF (a handful of acidic volcanic ash)

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

Area: Cylinder (60 ft. radius, 120 ft. high if cast outdoors) or (20 ft. radius, 40 ft. high if cast indoors); see text

Duration: 1 round/level (D) or instantaneous; see text

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

The area, duration and damage caused by *acid rain* depends upon whether the spell is cast outdoors or indoors.

If cast outdoors, a steady rain pours down on the area (reducing visibility ranges by half, resulting in a -4 penalty on Perception checks). The rain is rather acidic causing 1d6 acid damage each round to every creature and object in the area. If there is a volcano in the nearby terrain (as determined by the GM) and gases from that volcano are present (even if only in very low quantities), then the radius is 90 ft. and the rain causes 2d4 acid damage each round.

If *acid rain* is cast indoors or below ground, then the entire effect resolves when the spell is cast (the duration is instantaneous) causing 5d6 acid damage to every creature in the smaller area.

Altitude Acclimation

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

Casting Time: 1 standard action

Components: V, S, M (an eagle feather)

Range: Touch

Target: Creature touched

Duration: 1 hour/level

With a touch you grant another being acclimation to high elevation. Whenever the creature is in a low peak or high pass area, it is treated as a native to the area. Whenever the creature is in a high peak area, it gains a +4 resistance bonus on Fortitude saves to avoid ability damage due to altitude sickness.

Altitude acclimation renders the subject immune to the effects of *altitude sickness*.

Altitude Acclimation, Mass

School: Abjuration; **Level:** Bloodrager 4, Cleric/Oracle 4, Druid 4, Inquisitor 4, Magus 4, Ranger 3, Shaman 4, Sorcerer/Wizard 4, Summoner 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (1 eagle feather per affected creature)

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

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

Duration: 3 hours/level

This spell duplicates *altitude acclimation* except that it affects multiple creatures.

Altitude Sickness

School: Necromancy; **Level:** Bloodrager 3, Cleric/Oracle 3, Druid 3, Magus 3, Shaman 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V, S, M/DF (a pebble or stone taken from a mountain at least 5,000 feet in altitude)

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

Effect or Target: Ray or creature touched

Duration: See text

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

You induce in the target the effects of extreme altitude. With a successful ranged or melee touch attack, you cause fatigue in the target (if the target is already fatigued, you induce exhaustion in the target instead); this condition lasts for 1 minute.

If the target is fatigued from *altitude sickness*, then, 1 round after the fatigue was induced, the target suffers 1 point of damage to 1d6 of its ability scores (once the number of affected scores is determined, choose which scores are affected randomly). If the target is exhausted from *altitude sickness*, then, 1 round after the exhaustion was induced, the target suffers 2 points of damage to 1d6 of its ability scores (once the number of affected scores is determined, choose which scores are affected randomly).

Once the fatigue or exhaustion induced by *altitude sickness* ends, if the target succeeds on a Fortitude save then all the ability score damage ends as well, otherwise the damage remains and lasts for 1 day as normal.

Undead, constructs, creatures that do not breathe or who are protected from the effects of high elevation are immune to this spell.

If the material component for the spell was taken from a mountain between 10,000 and 15,000 feet in altitude, the save DC is increased by +2. If the altitude was at least 15,000 feet, the save DC is increased by +4.

Amphisbaenic Caster

School: Illusion (shadow); **Level:** Sorcerer/Wizard 7, Witch 7

Casting Time: 1 standard action

Components: V, S, M (an amphisbaena egg)

Range: 5 ft.

Effect: One shadow duplicate

Duration: 1 round/level (D)

You split in two (the copy, which is slightly more shadowy than and easily distinguished from you, occupies an adjacent square when the split occurs). Each copy has half your current hit points (and half your maximum hit points). If you are a sorcerer, each copy has half your current available spell slots (divided as evenly as possible in terms of both spell

level and number of spells). If you are a wizard or witch, each copy has half your current prepared spells (divided as evenly as possible in terms of both spell level and number of spells). If you have special abilities that have a limited number of uses, the uses are split as evenly as possible between the two copies. In all such cases, if an odd number of spells, abilities, uses, etc. are to be split, the larger number remain with the real copy and the smaller number transfer to the shadow copy.

If you have a familiar, pet, or similar ally, it recognizes both of you but prefers the real to the shadow copy. Your shadow copy has shadowy versions of all your gear and otherwise appears nearly indistinguishable from you except for its being shadowy. Its items are made of shadow material but your magic items are not shared or split (if you have a +2 *dagger* then you retain it, the copy has a dagger that appears to be a +2 *dagger* but is not in fact a magical weapon—though it is a masterwork weapon).

Each round on your turn, both you and your copy may act, effectively doubling your actions. Treat this as the universal monster rule dual initiative; you have the higher initiative count and the shadowy duplicate has the lower initiative count. Damage dealt by your duplicate, including damage-dealing spells cast by your duplicate, causes 50% less damage (if your duplicate casts a 10d6 *fireball* resolve the damage normally and reduce the total by 50%). Spells that do not deal damage have their save DCs reduced by -2. Your duplicate cannot cast spells that target itself (though it can cast spells that target you).

If you are an illusionist, a sorcerer of the shadow bloodline, or a witch with a shadow patron, damage-dealing spells cast by your duplicate deal 20% less damage instead of 50% less damage, and your duplicate's non-damage-dealing spells do not have their save DCs reduced.

At any time on your turn or on the duplicate's turn, if you and your duplicate are adjacent and on the same plane (if one is ethereal or on the Shadow Plane and the other is not, they are not considered to be on the same plane even if they would otherwise be described as adjacent), you can merge as a standard action. When you merge, all the remaining hit points, spells, etc., are available to you. When the spell ends, regardless of whether you and the duplicate are adjacent, you and the duplicate merge. If you and the duplicate are not on the same plane when the spell ends, treat the duplicate as though it had died.

If your shadowy duplicate dies, you lose all its remaining spells, unused abilities, etc. If you die, you lose all your remaining spells, unused abilities, etc., however, your soul immediately transfers to your shadowy duplicate (unless it is magically prevented from doing so) and you are dazed for 1 round as your shadowy form becomes fully real (at which point you have access to whatever remaining spells, abilities, etc., it still retained).

The duplicate is magical; if it makes contact with an *antimagic field*, if it is successfully dispelled or disjoined, the spell ends and you and the duplicate merge as if the spell's duration had expired (but do not treat the duplicate as though it had died unless you and it were not on the same plane when this occurs).

Argentine's Grace

School: Abjuration; **Level:** Alchemist 5, Cleric/Oracle 5, Inquisitor 5, Paladin 4, Sorcerer/Wizard 6, Summoner 5

Casting Time: 1 standard action

Components: V, S, M/DF (a silver dragon scale; see text)

Range: Touch

Target: Creature touched

Duration: 1 minute/level

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

The touched subject gains special resistances to cold, paralysis and spells based upon the strength of the material component employed in the casting. If the scale is from a dragon 100 years old or younger, the recipient gains resist cold 10, a +2 sacred bonus on saves against paralysis, and SR 0 + caster level. If the scale is from a dragon between 101 and 600 years old, the recipient gains resist cold 20, a +4 sacred bonus on saves against paralysis, and SR 5 + caster level. If the scale is from a dragon older than 600 years old, the recipient gains immunity to cold and paralysis and SR 10 + caster level.

If you cast this spell in cold mountains terrain the duration is 10 minutes/level instead and the touched subject also gains the benefits of *mistsight* (see *1001 Spells* from Rite Publishing).

Special Note

Someone playing a cleric might wonder why anyone would cast *spell resistance* (a 5th level cleric spell) when *argentine's grace* is an alternative. The immediate response is that the former has no material component requirement, and that no GM is going to waive a requirement as rare as a silver dragon's scale. Yes, this spell has more power than another spell of the same level. It should, it is powered in part by a dragon's scale. And good luck thinking you're going to find an ancient silver dragon's scale at the local magic shop. (Though if you do, you've certainly been led to find it for a reason...)

Aspect of the Snow Leopard

School: Transmutation (polymorph); **Level:** Druid 5, Ranger 4

Casting Time: 1 standard action

Components: V, S, DF

Range: Personal

Target: You

Duration: 1 minute/level

You take on an aspect of a snow leopard. Your body becomes sleek and muscular and all your hair becomes white, beige or blonde. You gain a +2 enhancement bonus to Strength, a +4 enhancement bonus to Dexterity, the pounce ability (you may make a full attack on a charge), and a +4 competence bonus on Acrobatics, Climb and Perception checks. You may take 5-foot steps in snowy or rocky terrain.

If you are in cold forest or cold mountains terrain, your competence bonus to Acrobatics, Climb and Perception checks is +8 instead of +4; you also gain a +4 circumstance bonus to Stealth checks. In addition, if squares of snow-covered terrain cost more than 1 square of movement because of snow, those squares cost half as many squares of movement for you as they do for other creatures.

Attract Boulders

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

Casting Time: 1 standard action

Components: V, S

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

Target: One living creature

Duration: Instantaneous

Saving Throw: None and Reflex half; see text; **Spell Resistance:** No

The target briefly and dangerously attracts large rocks. Rocks between roughly 100 and 300 pounds from as far away as 120 feet move rapidly toward the target, slamming into one another and the target. The target suffers 1d6/level bludgeoning damage to a maximum of 10d6 (Reflex for half), and those adjacent to the target suffer 2d6 bludgeoning damage (Reflex negates).

If you cast this spell in exceptionally rocky terrain (such as the site of a landslide, in a quarry, in a cave or on a mountainside), the save DCs of the spell are increased by +2 and the dice damage are d8s instead of d6s. If the area lacks sufficiently many rocks for the spell to be effective (per GM adjudication) it simply fails.

Aura of Sluggishness

School: Transmutation; **Level:** Bard 5, Magus 5, Sorcerer/Wizard 5, Summoner 5

Casting Time: 1 standard action

Components: V, S, M (a drop of copper dragon blood)

Range: 30 ft.

Area: 30-ft.-radius emanation, centered on you

Duration: 1 round/level

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

If a creature begins its turn within 30 ft. of you, it must succeed on a Fortitude save or it is affected as though by the *slow* spell for that round. *Aura of sluggishness* does not affect you, your animal companions, cohorts, familiars, mounts, or creatures you've summoned; it will, however, affect your allies.

Aura of sluggishness suppresses the effect of *haste* affecting anyone within the aura.

Avalanche Breath

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

Casting Time: 1 standard action

Components: V, S, M (a tiny horn and a stone)

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half and Fortitude negates; see text;

Spell Resistance: Yes

You breathe out a blast of rocks of many shapes and sizes. These rocks blast forth at incredible speed and they pummel and smash everything in the area causing 1d6 points of bludgeoning damage per caster level (maximum 15d6); a successful Reflex save halves this damage. In addition, your breath produces the thunderous roar of an avalanche; any creature within the area is deafened for 2d4 rounds; a successful Fortitude save negates the deafness. Anyone who fails both saves is dazed for 1 round and knocked prone.

If you cast this spell in exceptionally rocky terrain (such as the site of a landslide in a cave or on a mountainside), the save DCs of the spell are increased by +2.

Boulder

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

Casting Time: 1 standard action

Components: V, S, M (a pebble)

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

Effect: One boulder; see text

Duration: 10 minutes/level (D)

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

You create a sandstone boulder which occupies roughly 27 cubic feet (very nearly 3 feet per side) and weighs just over four thousand pounds. You may choose to create the boulder in the same square as a Medium or smaller creature, including yourself. A creature standing in the same square as a boulder gains partial cover, which grants a +2 bonus to Armor Class and a +1 bonus on Reflex saves. The presence of a boulder doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the boulder to its advantage when it can. A typical boulder has AC 4, hardness 8, and 400 hit points. A DC 0 Climb check is sufficient to climb onto the boulder.

The created boulder must have sufficient support; the spell fails if you choose to create the boulder on top of a pond or on a rope bridge, for instance. This spell can be cast underwater if there is sufficient support (such as would be the case if you choose to place the boulder on the bed of a river).

If the boulder is created in natural, very rocky terrain (such as certain hills, mountains, canyons or underground), then the created boulder is a bit sturdier than usual, it has 500 hit points instead of 400, is a few inches bigger in each dimension, and weighs just over five thousand pounds; in addition, the spell's duration is 1 hour/level.

Bugbear's Malice

School: Enchantment (compulsion) [emotion, evil, mind-affecting]; **Level:** Antipaladin 3, Cleric/Oracle 3, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

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

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

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

Duration: 1 minute/level

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

Targets failing their saves are compelled to act in ways that cause maximum suffering. They are inclined toward murder, but specifically when the murder would cause tremendous anguish for others. Whenever a compelled target is acting on its murderous intentions it gains a +4 profane bonus on Intimidate, Perception and Stealth checks and a +2 morale bonus on attacks; it also gains murderous assault.

The caster cannot be one of the targets of the spell, the targets may not voluntarily fail their saves, and those who do fail their saves are entirely free to choose any victims of their malice (including the caster).

Murderous Assault (Su) On your turn, if you are permitted to make more than one melee attack (for any reason), you may choose instead to make only one melee attack and if you hit, treat that hit as though you had hit with all your attacks (rolling damage for all the attacks as though they were successful). This single attack is made with a -5 penalty and the attack counts as a full attack. If this single attack is a critical hit, only your primary attack is treated as a critical hit (the rest are treated as normal hits).

Call Down the Mountaintop

School: Conjuration (summoning) [earth]; **Level:** Cleric/Oracle 9, Druid 9 Shaman 9

Casting Time: 1 standard action

Components: V, S, DF

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

Effect: One rapidly falling mountaintop

Duration: 1 round/level

Saving Throw: Reflex partial and Will partial; see text; **Spell Resistance:** No

You summon a massive slab of mountain to appear 200 feet above and falling onto a desired area (if there is insufficient room for this to occur, the spell fails). The enormous piece of solid rock covers a square area of 100 feet on a side; it is 200 feet tall at its highest point. Because the mountain falls from a great height, there is some time for the creatures in its path to move. Creatures succeeding on a Perception check (DC 5) notice the impending catastrophe and may be able to dart instinctively. Creatures with uncanny dodge (or relevantly similar abilities, per GM adjudication) automatically succeed on this Perception check (barring a clear reason to the contrary). Any creature succeeding on this Perception check is granted a Will save; any creature failing this Will save is panicked (perhaps to their ultimate advantage) or paralyzed (50% chance for either to occur) until the start of its turn. Any creature succeeding on both the Perception check and the Will save may move using any of its movement types up to its speed (but this is not an action on



Bugbear's Malice

the creature's part and so the creature cannot use standard actions such as a *teleport* to move, though it may use immediate actions). Any creature failing the Perception check remains unaware.

Creatures and objects in the path of the falling mountain suffer 1d6 points of damage per caster level (maximum 20d6) as the rock slams into the ground. Creatures that fail their Reflex saves are also pinned beneath the enormous quantity of stone. Creatures pinned by the mountain can escape by making a Strength or Escape Artist check (DC 40) as they move through fissures in the rock, spaces in the earth below, or make their way through openings left behind by what shattered and splintered beneath the slab when it fell. Pinned creatures take 1d6 points of nonlethal damage per minute until they are rendered unconscious. Once unconscious, creatures must make a Constitution check (DC 15) every minute. On a failed Constitution check, the creature takes 1d6 points of lethal damage per minute until it is freed, dies, or the summoned rock disappears several rounds later.

Creatures that make their Reflex save suffer half damage and are not pinned. Creatures that are not pinned but in a space shared with the mountain are entangled until they are no longer in a space shared with the mountain (this can be satisfied by burrowing at least three feet below the surface of a space occupied by the mountain).

Any creature whose space is not completely covered by the falling mountain when the rock strikes the ground gains a +4 on its Reflex save and if it succeeds on that save is moved

to the nearest adjacent space not covered by the rock (and so is neither pinned nor entangled), though it still suffers half damage.

If you are a cleric or druid with the earth domain, a mountain druid, an oracle with the stone mystery, or a shaman with the stone spirit, then all the DCs of the spell are increased by +2. If you have line of sight to a mountaintop when you cast this spell, the damage dice are d8 instead of d6.

A witch with the elements patron or a mountain witch may select *call down the mountaintop* for her spell at 18th level.

Catapult Ally

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

Casting Time: 1 standard action; see text

Components: V, S

Range: Touch

Target: One touched ally

Duration: Instantaneous

Saving Throw: None or Will negates; **Spell Resistance:** No

You touch an ally who is launched forward 5 ft./level (at least 10 feet and no more than 90 feet); you decide the distance when you touch the ally. This movement is not magical travel (such as results from *dimension door*) but is instead actual travel through space. The touched ally is flung through the air in an arc reaching a maximum height no more than one-sixth the total horizontal distance traveled at the mid-point of the arc (so if you launch an ally 30 feet forward, it can be up to 5 feet off the ground as it passes the 15-foot mark on its travel). If the ally is launched from a greater height (such as from a ledge or roof) then the total horizontal distance remains unchanged but the ally can descend up to 30 feet vertically within the same time the ally is in flight. If the touched creature descends a total of more than 10 feet below the horizontal plane on which it was launched as a result of *catapult ally* it takes falling damage when it lands and falls prone if it fails a DC 10 Reflex save (if the ally is wearing heavy armor or is similarly encumbered, the Reflex save DC is 14 instead) though mitigating circumstances may apply—for example, the ally might have some skill or effect which prevents or reduces falling damage.

Casting *catapult ally* requires coordination and timing on the part of you and your ally. When you cast the spell, you either cast it as a typical standard action provided that the touched ally has the next turn in the initiative sequence, or you must have readied an action (with a trigger akin to “I will cast *catapult ally* right when the barbarian’s turn starts”) to cast *catapult ally* and when you do cast the spell it happens immediately before your ally’s turn (your place in the initiative order becomes the one just before your ally’s). When you launch your ally, your turn comes to an end and your ally’s turn begins; how this transition occurs varies slightly with the circumstances.

If *catapult ally* is being used to smash your ally into an enemy creature or through an enemy creature’s space, and you are effectively launching the ally into a target, then this is

Call Down the Mountaintop

There are many possible alternative uses and environments for this spell. If the mountaintop falls onto terrain covered in enormous trees or boulders, some creatures in the area may be more likely to escape being pinned and should gain a +4 bonus to their Reflex save. If the spell is cast over a vast expanse of water, the stone will slam into the water and continue rapidly moving through the water until it reaches the bottom or the duration ends. If the water is deep enough, creatures underwater may have time to move unless the volume of the region is particularly small (for example, a pond of about 100-ft. radius doesn’t give creatures in the pond much room to get out of the way). The creatures on the surface of the water, especially if they are in a boat or ship, will suffer catastrophic damage as described in the spell (treat the surface of the water as solid ground as regards the initial damage), though creatures in the hold of a large ship might suffer much less damage if the ship absorbs most of that (though if these creatures are in chains and aren’t particularly suited to being underwater, things could go from bad to worse very quickly). When the spell ends and the rock disappears, the displaced water will rush back in to its space. If the slab of rock appears above a house or tavern, it will probably crush the building and kill everyone inside, though there are obvious reasons why PCs and NPCs should be given saves to escape disaster. *Call down the mountaintop* has some of the flash of an arcane evocation spell but is specifically written as a divine spell to suggest the possibility of it being used as retribution by some powerful priest or shaman. It’s entirely reasonable to limit access to this spell for narrative purposes and to not allow easy access for PCs.

treated as a bull rush or an overrun attempt. In either case, your turn has completed, your ally’s turn has started your ally uses the movement granted by the spell as its own movement as part of the bull rush or overrun. For every 5 feet that *catapult ally* has moved your ally prior to the resolution of the bull rush or overrun attempt, your ally adds +1 to its combat maneuver bonus.

If *catapult ally* is being used to move an ally from one place to another (for example, over a pit or chasm, over the front line of enemies and deeper into the enemies’ ranks), then the movement from *catapult ally* is considered part of your turn. Your ally’s turn begins immediately upon the resolution of the movement from the spell. In this case, there is momentum imparted from the spell and your ally must succeed at a DC 10 Reflex save or else its own speed is reduced by 10 feet on its turn as it adjusts to the change (unless it can fly, in which case no save is needed). Your ally may, if it succeeds at this Reflex save, initiate a charge action at the moment it lands, in this case, add 10 feet to the total distance the ally can move on its charge as it uses the momentum of being catapulted advantageously.

You may catapult an ally of Medium size or smaller weighing 400 pounds or less. If you are at least 10th level you

can catapult a Large-size or smaller ally weighing 2000 pounds or less; if you are at least 15th level you can catapult a Huge-size or smaller ally weighing up to 5000 pounds.

An ally may attempt a Will save to prevent being catapulted.

Chimera Form

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

Casting Time: 1 standard action

Components: V, S, M (a tooth from a chimera's dragon head)

Range: Personal

Target: You

Duration: 1 minute/level (D)

You assume the form of a chimera; the dragon head you have depends upon the material component of the spell. Once you assume your new form you gain the following abilities: a +6 size bonus to Strength, a -2 penalty to Dexterity, a +2 size bonus to Constitution, a +6 natural armor bonus, darkvision 60 ft., low-light vision, scent, fly 50 ft. (poor), a breath weapon (see below), two bite attacks (dragon head: 2d6 + Str; lion head: 1d8 + Str), a gore attack (1d8 + Str) and 2 claw attacks (1d6 + Str). On your turn, as a standard action, you may use one bite attack, the gore attack, or one claw attack. You may use all five of those attacks as a full attack.

Your breath weapon, which causes 6d8 damage of the energy type described forthwith, is useable once every d4 rounds. If the dragon's head is black, your breath weapon is a 40-ft. line of acid; if it is blue, the breath weapon is a 40 ft. line of lightning; if it is green, the breath weapon is a 20-ft. cone of acid; if it is red, the breath weapon is a 20-ft. cone of fire, and if it is white, the breath weapon is a 20-ft. cone of cold. The DC of the breath weapon is 10 + 1/2 your level + your spellcasting ability modifier.

If your transformation occurs in temperate hills terrain, then you gain a +4 circumstance bonus on Stealth checks.

Cliff Dweller

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

Casting Time: 1 standard action

Components: V, S, M (a fragment from a mountain goat's hoof)

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

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

The touched creature gains a +4 competence bonus to Acrobatics and Climb checks and a +2 competence bonus to Fortitude saves to avoid suffering from conditions such as fatigue, exhaustion, or the effects of high altitudes.

If you cast *cliff dweller* in hills or mountains terrain, the duration is 1 hour/level.

Cloud Bridge

School: Conjuration (creation) [water]; **Level:** Cleric/Oracle 5, Druid 5, Inquisitor 5, Sorcerer/Wizard 5, Summoner 4

Casting Time: 1 standard action

Components: V, S, DF

Range: 1 mile/level

Effect: 1 cloud bridge

Duration: 1 hour/level

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

You create a bridge composed of solid cloud matter (fog). When you create the bridge you must be able to see both ends and both ends must connect to clouds that themselves are adjacent to solid surfaces (such as mountain tops). From the outside, the *cloud bridge* appears as a long, sinewy cloud. From within, the surface on which you walk is clearly discernible and the bridge itself provides support as if it were made of stone. It is made of fog and as you move across and through it, the fog roils around you, shrouding you and others. The roiling fog creates 4-foot high railings on the sides of the bridge, preventing you from falling and keeping those on the bridge from being blown off. This protection is effective against winds less than 75 mph; it does not protect against lightning, hail, or other weather phenomena that might be able to reach those on the bridge. It does provide the same kind of cover or concealment that either a stone ledge or roiling bank of fog might provide.

When the spell ends, the bridge vanishes, and anyone still on the bridge falls.

Cloudwalker

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

Casting Time: 1 standard action

Components: V, S, F (any coin ever touched by a silver dragon)

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

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

The touched creature is able to tread on clouds or fog as though they were solid ground. If the touched creature is not on solid ground, a cloud or fog, it is treated as though under the influence of *feather fall* until it is again on solid ground, a cloud or fog.

If the caster and target are in mountains terrain when *cloudwalker* is cast then the duration is 1 hour/level.

Cone of Ash

School: Evocation [fire]; **Level:** Bloodrager 4, Magus 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a bit of charred wood)

Range: 40 ft.

Area: Cone-shaped burst

Duration: Instantaneous

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

You produce a cone of extremely hot ash, extending outward from your hand in a cone. In addition to very fine ash there are also bits of super-heated embers in the cone. Anyone in the area of effect suffers 1d4 points of fire damage per caster level (maximum 10d4) and is blinded for 1d4 rounds. A successful Reflex save halves the damage, negates the blindness and merely renders the target dazzled for 1 round. Anyone in the area of effect able to cover its eyes during the burst avoids being blinded or dazzled but suffers a -2 penalty to its Reflex save.

If *cone of ash* is cast in warm mountains terrain or anywhere near an active volcano, the damage dice are d6s instead of d4s and the save DC is increased by +2.

Crawling Flames

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

Casting Time: 1 standard action

Components: V, S

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

Effect: One square sheet of flame up to 40-ft.-by-40-ft. in size
Duration: 1 round/level

Saving Throw: Reflex half; **Spell Resistance:** No

You conjure a square sheet of exceptionally hot, roaring flame; this is magical fire and cannot be extinguished except by more powerful magic than *crawling flames*. The sheet lasts for 1 round per caster level and, though the heat it produces behaves normally, the combusting material is itself heavier than air and so the sheet moves downward. If *crawling flames* is cast on a pitched surface, such as the side of a hill or mountain, the sheet of flame picks up speed as it moves, eventually moving quickly down the side of the hill or mountain setting everything in its path on fire. If the sheet rolls into a depression or valley it will remain there until it burns out. On its way downhill, it will roll over or around big obstacles such as cottages or homes large enough to otherwise disrupt the sheet's flow. The sheet may temporarily occupy smaller or narrower spaces in order to pass through openings as it continues its flow downward (as might an amorphous blob). The sheet's speed downhill depends upon the slope of the hill. For every 15 degrees of elevation, the sheet moves an additional 10 feet per round (10 ft./round between 0 and 15 degrees, 20 ft./round between 15 and 30 degrees, up to 60 ft./round between 75 and 90 degrees).

If stationary, the sheet is about four feet high; as it moves it undulates somewhat but the flames never reach more than five feet above the ground at any point. Anything coming in contact with the sheet takes 1d6 points of fire damage per caster level (maximum 10d6) each round it is in contact with the sheet; a Reflex save halves this damage. Unattended objects also take this damage (no save). Objects set on fire continue to burn causing 1d6 fire damage to anything else in their spaces and their adjacent spaces.

If the sheet is cast on level ground, it remains in place for the duration. Metals with low melting points will melt from the exposure, and even metals with high melting points will become white hot. Metal, stone or rock exposed to the sheet produced by *crawling flames* for 5 consecutive rounds becomes so hot that it causes 2d6 fire damage to creatures and objects in its space for 1d3 rounds after the sheet leaves the area.

Creating a sheet that pours into a pit, filling up the bottom (and perhaps oozing a bit up the sides) has proven to be a remarkably powerful use of the spell.

Create Cave

School: Transmutation; **Level:** Druid 4

Casting Time: 1 round

Components: V, S, DF

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

Effect: One cave; see text

Duration: 1 hour/level (D)

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

You create a cave in natural rock, stone or similar matter where there was not one before. The magic of the spell rearranges the matter within the rock and creates a cave. The cave has a single opening up to 5 feet wide by 8 feet tall. The cave's height can be no more than 20 feet, and the cave must have a ceiling and a floor (and so you cannot use *create cave* to create a pit in a floor or a hole in a ceiling). The area of the cave is up to one 10-ft. square/3 caster levels and can be shaped however you'd like so long as each square of the cave shares a side with at least one other square of the cave. If you create the cave such that it reaches open spaces, then the cave has more than one exit. The walls appear natural and unworked. Multiple castings of *create cave* can be placed adjacent to one another creating a single cave. When the spell ends, creatures within the cave are ejected out the nearest exit. If someone dispels the cave or you dismiss it, creatures within are ejected out the farthest exit from their location.

Create cave has no effect on worked or magical stone, or on metal, wood or other material. If the rock into which you cast *create cave* is marbled with metal, then that metal does not interfere with the spell's ability to create a cave.

Create Chasm

School: Conjuration (creation); **Level:** Druid 3, Shaman 3, Sorcerer/Wizard 4, Summoner 3

Casting Time: 1 standard action

Components: V, S, F/DF (miniature pick worth 25 gp)

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

Effect: One chasm; see text

Duration: 1 round/level

Saving Throw: Reflex negates; **Spell Resistance:** No

You create a chasm which duplicates the effect of *create pit* except as described here. The chasm's dimensions are up to 5 ft. wide per level by up to 5 ft. long per level and up to 10 feet

deep per level. You may create a chasm of any size within those limits.

If you cast *create chasm* in mountains terrain then its total width and total length may be up to 10 feet larger each and its depth may be up to 15 feet deep per level. In addition, the DC of all checks and saves are increased by +2.

Clerics with the earth domain and oracles with the earth mystery may cast *create chasm* as a 3rd level cleric/oracle spell.

Curse of the Unleashed Beast

School: Transmutation (polymorph) [curse]; **Level:** Shaman 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a hair from an intoxicated baccae)

Range: Touch

Target: Humanoid touched

Duration: Permanent

Saving Throw: Will negates and Will partial; see text; **Spell Resistance:** No

You must successfully touch the target. If you do, then it may attempt a Will save. If it fails this save, you impart a savage curse on the target. Whenever the target becomes intoxicated or enraged (as determined by the GM), the target must succeed at a Will save or be overcome by the curse and transform into a feral form of herself. The transformation happens over the course of 1 round during which the target drops what it is holding and is dazed. The feral form includes the growth of claws and fangs that deal damage appropriate for the creature's size. While transformed, the target prefers the claw and bite attacks to its other weapons; the target can make 2 claw attacks and 1 bite attack each round as a full-attack action. The transformation lasts for 10 minutes; if, while transformed, the target takes damage, she must make another Will save or immediately fly into a rage (per the barbarian class feature, except that the rage lasts for 1 minute (which could extend the 10-minute duration of the transformation, in some cases) and the target cannot voluntarily end the rage). The target is fatigued when the rage ends (no save). The target automatically makes her Will save to avoid transforming while she is fatigued or exhausted. When the transformation ends, the target is again dazed for 1 round while the claws and fangs recede.

Curse of the unleashed beast can be removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. Whenever the target is transformed, even if it is raging, a *calm emotions* spell suppresses the transformation (and the rage) for the duration of *calm emotions*.

If you cast *curse of the unleashed beast* in forest or hills terrain, or while the target is already intoxicated or enraged, then the save DC is increased by +2. If the target transforms in forest or hills terrain, then the duration of the transformation is 1 hour and the target is confused for 1 minute after the target returns to her normal form.



Curse of the Unleashed Beast

Cursed Hill Traveler

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

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Creature touched

Duration: Permanent

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

The target creature becomes dizzy whenever it is outdoors in hills or mountains terrain. While in such circumstances, it is treated as though subject to a *slow* spell and gains the fatigued condition. If the creature's fatigue escalates to exhaustion then it is also nauseated for the first 1d6 rounds it becomes exhausted.

The target suffers a -4 penalty to all Acrobatics checks whenever it is dizzy as a result of this spell. If the target fails an Acrobatics check while it is affected by this spell's dizziness then it must immediately make a second Acrobatics check at the same DC or fall prone.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. In addition, casting *lesser restoration* or *restoration* on the target suppresses the

curse for 1 minute/caster level. The dizziness and other effects are also relieved if the target is prevented from seeing and hearing, though in this case the solution is perhaps as bad as the problem. Creatures that are both blind and deaf are immune to the effects of *cursed hill traveler* as are creatures having no need to see and no need to hear.

Dance into the Stars

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

Casting Time: 1 standard action

Components: V, S, M (a drop of lunar naga venom)

Range: 30 ft.

Effect: All creatures within a 30-ft.-radius burst centered on you

Duration: Concentration + 1 round/level (D)

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

You begin dancing while casting the spell. As you do, your body produces alternating black and white lights and patterns that others find fascinating. Anyone who sees you while you concentrate and dance must succeed on a Will save or become fascinated. Fascinated creatures seek to move closer to you (but are compelled to not get closer than 20 feet) and to move with you as you move. On their turns, they will take no actions other than to move, following you wherever you lead them. Each time a fascinated creature must subject itself to obvious danger in order to continue following you, it gains another save.

If you cast *dance into the stars* outdoors at night in a location where the stars or moon are clearly visible (such as high atop a mountain or on a vast, featureless plain), all the save DCs are increased by +4.

Dazzled in the Light

School: Transmutation; **Level:** Bard 0, Cleric/Oracle 0, Druid 0, Inquisitor 0, Magus 0, Shaman 0, Sorcerer/Wizard 0, Witch 0

Casting Time: 1 standard action

Components: V, S, M/DF (an orc's eyelash)

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

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

Duration: 1 minute/level

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

You inflict light sensitivity on targets failing their saves. Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Dazzling Pain

School: Transmutation [acid, water]; **Level:** Bloodrager 1, Magus 1, Sorcerer/Wizard 1, Witch 1

Casting Time: 1 standard action

Components: V, S, M (a drop of acid)

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

Target: One creature

Duration: Instantaneous

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

In an act of cruelty, you transmute some of the target creature's tears to acid. The target suffers incredible pain in its eyes and suffers 2d4 acid damage as its eyes burn. Targets that are dazzled suffer a -4 penalty on their save. A creature that suffers 8 or more points of damage from a single casting of *dazzling pain* is blinded for 1d4 rounds.

Dazzling pain was originally developed by other humanoid casters to torture orcs. As orcs are so frequently found in underground environments, temperate hills or mountains terrain, the save DC of this spell is increased by +2 in any of those areas.

Death by Snakes

School: Conjuraton (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 venomous snake swarm

Duration: 1 minute/level

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

This spell summons a venomous snake swarm which immediately attacks a creature in its space.

If you are a cleric with the animal domain, a druid, an oracle with the nature mystery, a shaman with the nature spirit, or a witch with the animals patron, the save DCs of the poison from the snakes in the swarm is increased by +2 and you summon two venomous snake swarms (which must appear in adjacent spaces).

Debilitating Roar

School: Evocation [fear, mind-affecting, sonic; see text];

Level: Bard 5, Magus 6, Sorcerer/Wizard 6

Casting Time: 1 standard action

Components: V, S, M (an androsphinx's tooth)

Range: 60 feet

Area: 60-ft.-radius burst centered on you

Duration: Concentration up to 3 rounds

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

You produce an incredible roar. The first round, the roar is part of the casting of the spell; on subsequent rounds, the roar takes the place of your standard action.

The first round, your roar frightens for 2d6 rounds those who fail their Will save. This roar is a fear and mind-affecting effect.

The second round, your roar paralyzes and deafens for 1d4 rounds those who fail their Will save. This roar is a fear and mind-affecting effect.

The third round, your roar causes 2d4 Strength damage and 2d8 sonic damage. In addition, creatures that are Medium or smaller are knocked prone. A successful Fortitude save

negates the Strength damage and prevents being knocked prone.

A creature that is both frightened and paralyzed cannot move until the paralysis effect ends at which point it flees if it can. Any creature frightened, deafened and damaged by your roar on a single casting of the spell also suffers 2 points of Charisma drain.

If you cast *debilitating roar* in warm desert or hills terrain, all save DCs are increased by +2.

Sphinxes and deaf creatures are immune to *debilitating roar*.

Deep in the Cave

School: Illusion (pattern) [mind-affecting]; **Level:** Antipaladin 4, Bard 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a pebble from a sunless cave)

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: 1 round/level

Saving Throw: Will negates, then see text; **Spell Resistance:** No

Targets failing their Will save believe they are in a cave, smelling its staleness, hearing far-off echoes, seeing nothing, while at the same time they realize that they are not really in that cave. Because they know that their senses are out of sync with the realities of their bodies, they lose all sense of place. They cannot accurately judge the passage of time, their orientation of space, the closeness of bodies in their environment, the speed of their own motion or that of others in their area. Though they see nothing, smell staleness, and hear far-off and meaningless echoes, this occurs within the context of their succumbing to the illusion; regarding the things actually in their physical space they are treated as blind, deaf, and unable to detect odors (if a creature has the scent ability, this ability is negated for the duration).

Even creatures with tremorsense, blindsense and blindsight are affected by *deep in the cave* because the messages coming into the senses are coming from the illusion of the spell and not the body's actual surroundings.

The experience is disconcerting. At the start of each affected creature's turns, it must succeed on a Fortitude save (same DC as this spell) or be overcome with vertigo and gain the nauseated condition for that round. If the creature attempts to voluntarily move, it suffers from all the effects of being blinded and deafened.

Because the affected creatures are unaware of their surroundings, they are flat-footed. Creatures with uncanny dodge or similar abilities suffer all the other effects of *deep in the cave* but are not treated as flat-footed.

Once affected by the spell, change of place does not end the spell. For instance, if an ally teleports a victim to a new location, that victim still experiences herself being both in the cave and simultaneously aware that she's not really there.

Detect Minerals

School: Divination; **Level:** Alchemist 1, Cleric/Oracle 1, Druid 1, Ranger 1, Sorcerer/Wizard 1, Witch 1

Casting Time: 1 standard action

Components: V, S

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

Area: Cone-shaped emanation

Duration: Concentration, up to 10 minutes/level (D)

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

Within the cone emanating from you, you can detect minerals. You must think of a kind of mineral with which you are familiar when using the spell, but you can change the mineral each round. The amount of information revealed depends on how long you search a particular area or focus on a specific mineral.

1st Round: Presence or absence of that kind of mineral in the area.

2nd Round: General amount of that mineral in the area (i.e. "a few ounces," "a few pounds," etc.).

3rd Round: Specific amount of that mineral in the area (i.e. "8 ounces of ore, spread over 25 cubic feet of stone).

Each round you can turn to detect a mineral in a new area. The spell penetrates barriers and is specifically designed to penetrate solid matter (including stone and metal); however, the area is quartered when it is used to peer into solid matter (so a range of 40 feet becomes 10 feet, for instance).

If you are a cleric with the earth domain, a mountain druid, an oracle with the stone mystery, or a mountain witch, the area and duration of the spell are doubled.

Drake Form, Spire

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

Casting Time: 1 standard action

Components: V, S, M (a spire drake scale)

Range: Personal

Target: You

Duration: 1 minute/level (D)

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

You become a spire drake. Your size becomes Large, you gain a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, fly 60 feet (poor), darkvision 60 ft., a breath weapon (see below), resistance 5 against negative energy damage, immunity to sleep, and a +2 on saves against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school. You gain a bite attack (2d6) and a tail slap (1d8). You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses.

When you use your breath weapon, you spit a ball of black dust that explodes into dark motes that cling to subjects in the area. The range of the attack is 60 feet and it deals 5d6 negative energy damage (Will save for half damage) to all creatures in a 20-foot radius. Affected creatures are shaken for 1d4 rounds (creatures that save are not shaken).

While in the form of a spire drake, you are strongly driven by a curiosity of magic though your ability to recognize and appraise magic is inhibited (-5 penalty to Appraise checks). Whenever you encounter an item that might be magical you are inclined to possess it. If you act on these urges, you gain a +4 insight bonus on Bluff, Diplomacy and Perception checks.

If you cast this spell in hills or mountains terrain, the spell's duration is doubled. In addition, you gain the speed surge supernatural ability (see below). Each time you use speed surge, the duration of *drake form, spire* is reduced by 5 minutes. If fewer than 5 minutes of duration remain, you cannot use speed surge.

Speed Surge (Su) As a swift action, you draw on your reserves for a boost of strength and speed, allowing you to take an additional move action in that round.

Eagle-Winged Guardian

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

Casting Time: 1 standard action

Components: V, S, DF/M (a wing feather from a giant eagle)

Range: Personal

Target: You

Duration: 1 minute/level

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

You expand to Large size and sprout enormous eagle wings. You gain a +4 size bonus to Strength, a +2 size bonus to Dexterity, low-light vision and fly 80 ft. (average maneuverability).

If you cast this spell in hills or mountains terrain, you also gain a +4 competence bonus to Fly checks, Flyby Attack and evasion (if you already have evasion then you gain improved evasion instead) and the spell's duration is 10 minutes/level.

This spell has no effect if your size is Large or larger.

Earth's Hearth

School: Evocation [fire, light]; **Level:** Cleric/Oracle 0, Druid 0, Inquisitor 0, Magus 0, Shaman 0, Sorcerer/Wizard 0, Summoner 0, Witch 0

Casting Time: 1 standard action

Components: V, S, DF

Range: Touch

Effect: Small hearth

Duration: 2 hours/level (D)

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

You touch the ground and heat spreads from your hand out to an area approximately 1 square yard in size. The area glows dimly in its square and the glow casts dim illumination into adjacent squares. You choose the color of the glow, both when you cast the spell and throughout the duration (changing the color is a free action though you may change the color only once per minute). You may cause the light to flicker like

a campfire. The stone (or sand, pebbles or dirt) in the area that is glowing is warm but not hot to the touch.

This hearth is comforting; any creature staying within 5 feet of the hearth for at least 1 minute gains the same effect as that gained by *endure elements* while it continues to remain close to the hearth, but only to cold temperatures and only to approximately 0 degrees Fahrenheit.

If *earth's hearth* is cast in an area that is naturally cold and upon natural stone, the duration is 6 hours/level.

Faceless Vision

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

Casting Time: 1 standard action

Components: V, S, M (pinch of powdered nightgaunt horn)

Range: Personal

Target: You

Duration: 1 minute/level (D)

Your face disappears and a blank surface of skin covers the space where your face had been. For the duration, you do not breathe, nor do you need to breathe. In addition, you cannot detect scents, you have no mouth and so cannot eat or speak; however, you are also immune to inhaled and ingested poisons and gaze attacks, and you are not affected by scent-based attacks or effects (such as odors that might cause nausea). Though you are immune to gaze attacks, you can still see. Your entire body can see as if it were an eye. You suffer no penalties to Perception checks to notice things by sight (and, as a result, you can still be fooled by illusions).

While you are under the influence of *faceless vision* others find your appearance unsettling. At best, others avoid you (and may be afraid of you); at worst, others find your appearance so troublesome that they attack you. If you attempt a Diplomacy check while faceless, you suffer a -8 penalty on your check.

If you cast *faceless vision* in mountains terrain, you gain a special sense allowing you to know whether anyone within 60 feet of you is dreaming. While you remain in mountains terrain, the duration of *faceless vision* is 10 minutes/level. If you are a cleric with the earth domain, an oracle with the stone mystery or a mountain witch, your awareness of dreamers is 300 feet and the duration of the spell is 30 minutes/level.

Fast Flyer

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

Casting Time: 1 standard action

Components: V, S, M (a wing feather of a hawk or swift)

Range: Personal

Target: You

Duration: 1 minute/level (D)

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

Fast flyer increases your fly speed whether or not you naturally have one. If you naturally have a fly speed, it is increased by +40 ft. if you are carrying less than a medium load or by +30 ft. if you are carrying a medium or heavy load. If you do not naturally have a fly speed, it is increased by +30 ft. if you are carrying less than a medium load or by +20 ft. if you are carrying a medium or heavy load.

If you cast *fast flyer* in hills or mountains terrain then you also gain a +4 bonus to Fly checks and the duration increases to 10 minutes/level.

Find Mountain Pass

School: Divination; **Level:** Cleric/Oracle 5, Druid 4, Inquisitor 5, Ranger 3, Shaman 5, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 standard action

Components: V, S, F (a compass)

Range: Personal or touch

Target: You or creature touched

Duration: 2 hours/level

Saving Throw: None or Will negates (harmless); **Spell Resistance:** No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route from one side of a mountain range to another. *Find mountain pass* works with respect to locations, not objects or creatures (one could use this to get from a river on one side to a valley on the other, for instance). The destination chosen must be on the same plane as the subject at the time of casting.

The spell enables the subject to sense the correct route that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. The spell ends when the destination is reached or the duration expires, whichever comes first.

If the caster is a cleric with the earth domain, a mountain druid, an oracle with the stone mystery, a ranger with the mountain favored terrain, a shaman with a stone spirit, or a mountain witch, and the mountains terrain are familiar to the caster, the duration is 1 day/level.

Fire Giant Form

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

Casting Time: 1 minute

Components: V, S, M (a half pint of fire giant blood)

Range: Personal

Target: You

Duration: 1 minute/level (D)

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

You must consume the half pint of fire giant blood during the first two rounds of the casting of this spell. During the second round, you must attempt a Fortitude save. If you fail the save on a roll other than a natural 1, the spell's duration, once it does take effect, is reduced to 1 round/level.



Fire Giant Form

We have that already!

Why fire giant form and, below, frost giant form, when there are already spells allowing casters to transform into fire and frost giants? These spells are sufficiently different from the excellent and more general giant form options in the existing official rules. If a GM wants very specific story-oriented options, these spells allow for that (especially considering the options available if the spell is cast in the indicated terrains).

If you fail the save on a roll of a natural 1, the spell fails and you are nauseated for one minute. If you save, the spell functions properly. If you did not roll a natural 1 on your save, during the remaining rounds of the casting time you slowly

transform into a fire giant. During this time, you are fascinated by your own transformation.

You assume the form of a fire giant (a Large humanoid creature of the giant subtype). Once you assume your new form you gain the following abilities: a +8 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus and low-light vision. You also gain rock catching and rock throwing (range 60 feet, 2d6 damage), resist fire 20 and vulnerability to cold.

If your transformation occurs in warm mountains terrain, near or within a volcano, or in another region specifically known as a habitat of fire giants, then when you throw rocks those rocks cause an additional 1d6 fire damage. In addition, trolls, ettins, hell-hounds and red dragons of CR 13 or lower have a starting attitude of friendly when they first encounter you. You gain a +4 circumstance bonus on Diplomacy checks made to influence the attitudes of those types of creatures.

Flash Flood

School: Conjuration (creation) [water]; **Level:** Druid 5, Magus 5, Shaman 5, Sorcerer/Wizard 5

Casting Time: 1 standard action

Components: V, S

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

Effect: A torrent of moving water, 5 ft./3 levels wide and 5 ft./level long

Duration: 1 round/level

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

You create an incredible volume of water and set it into violent motion. The water roughly takes the shape of a river, 5 ft./3 levels wide and beginning as 5 ft./level long. The water averages a depth of 5 ft. though as it moves over and around obstacles, regions within it vary in depth considerably. The whole of the region of water moves rapidly so that any portion moves 120 feet each round (the river moves constantly, but its new position is determined each round on your turn). Because it is a river, it will change shape as necessary as it moves; any bit of the river that must be disconnected for more than 1 round from the rest vanishes at the end of that round (if the river splits in two, the larger of the two remains and becomes the new whole though the original total area is halved—the depth remains the same).

Any creature in the area of the moving water is considered entangled unless it succeeds on a DC 20 Swim check; this check must be made again at the start of a creature's turn though making the check in this case does not require an action. At the start of a creature's turn, if it succeeds on a Swim check, then it is not entangled and it also can move as per the Swim skill. Regardless of whether the creature is entangled, it is moved along with the river as the river moves. After the first round that a creature is in the river, for each round it remains in the river it suffers 2d6 damage (Reflex save for half damage) from being jostled around and slammed into whatever the river is moving over or through. Creatures submerged might be subject to drowning.

If *flash flood* is cast in an area where debris would be picked up by the river (such as forest, hills, or mountains terrain), the damage is increased to 4d6 per round and the DC of the Reflex save is increased by +2.

Flight of Nightgaunts

School: Conjuration (summoning) [chaos]; **Level:** Cleric/Oracle 6, Sorcerer/Wizard 6, Summoner 5, Witch 6

Casting Time: 1 standard action

Components: V, S, F/DF (a tiny bag and a small candle)

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

Effect: 3d4 summoned nightgaunts

Duration: 1 round/level (D)

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

You summon a flight of nightgaunts from the dimension of dreams. They appear where you designate and act immediately, on your turn.

If you cast *flight of nightgaunts* in mountains terrain and during the night, the duration is 10 minutes/level, the minimum number of nightgaunts to appear is 6, and they will agree to transport you anywhere they can fly for as long as the spell is in effect.

Flight of Wyverns

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

Casting Time: 1 standard action

Components: V, S, M (talons from 1 wyvern/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 5 allies) are transformed into Medium-sized wyverns (including your tails, you are about 8 feet long and weigh about 500 pounds). You all gain a +2 size bonus to Strength, a +1 natural armor bonus and fly 60 feet (poor). Everyone gains darkvision 60 feet and low-light vision. You also gain one bite (1d6) and two wing attacks (1d4). None of the targets gain sting or talon attacks (and none of you has a poisonous stinger). Your talons may, of course, be used for other purposes normally.

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 *flight of wyverns* is cast in warm or temperate hills, everyone affected also gains a +4 competence bonus to Perception checks, and the duration of the spell is 1 hour/level.

Floating Hills

School: Conjuration (creation) [earth]; **Level:** Cleric/Oracle 5, Druid 5, Magus 5, Sorcerer/Wizard 5, Summoner 4, Witch 5

Casting Time: 1 minute/hill

Components: V, S, DF

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

Effect: 1 floating hill/3 levels

Duration: 1 hour/level

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

You create several floating hills (to a maximum of 6), one at a time, each over the course of a minute, as you continue casting the spell; if you are interrupted before you finish, only the hills fully formed remain (the material of any that weren't fully finished vanish). Each floating hill appears as a Gargantuan-sized mound of rock and soil; the perimeter of the floating hill must fit within a 20 ft. x 20 ft. space but its particular shape is up to you. The floating hill can have a relatively flat surface and a hill below (a bit like an inverted cone, extending 15 feet down), it can have a relatively flat base and a hill above (a bit like an upright cone, extending 15 feet up), or it can come to points both above and below (extending 15 feet in both directions).

Each floating hill hovers in the air before you and can, at your discretion, be touching the ground when you cast the spell if you are touching the ground. When the spell is cast, you may identify up to 1 ally per hill and grant that ally the ability to control the motion of that hill. The controller of a hill must be within medium range of that hill (100 ft. + 10 ft./your level) to control its motion. You may, as a free action, regain control of any hill you've assigned to an ally provided you are within range. Each hill is treated as though it were subject to a *fly* spell though with a maximum speed of 20 ft.; you may control the motion of a hill (or any number of hills produced by a single casting of the spell) on your turn as a move action. Any hill in flight, when not controlled by someone, will remain levitating in place. The floating hills will not fly on their own but will move together. That is, you can cause any number of them to move in the same direction and at the same speed if you direct them to, but you can only cause one at a time to move independently of the others and when you do the others either remain in place or must be moved by another.

The weight limit of a hill is twice its own weight (in other words, its own weight plus up to its own weight in creatures or objects). Generally, this will amount to roughly ten thousand pounds and can safely be ignored in most cases; if a hill's weight limit is reached, it can no longer fly and will slowly float downward until it reaches the ground (per the *fly* spell). One floating hill could transport four Large creatures, 16 Medium creatures, or any manner of various alternatives. By combining the resources of all the hills created by one casting of this spell, it would be possible to transport many creatures a great distance (though quite slowly).

Though each floating hill is treated as though subject to a *fly* spell, if the entire hill is destroyed (such as by it being dispelled), those who had been on the hill are not treated as

though subject to a *fly* spell and so immediately begin falling from that height.

If you are a cleric with a plant domain, a druid, or an oracle with the nature mystery, you may choose for the floating hill's upper surface (whether flat or hilly) to be covered in simple plant life (grasses, small shrubs, etc.). If you are also at least 12th level in one of those classes, you may choose for the floating hill to have a tree on its upper surface (the tree's trunk is approximately 1-foot in diameter, and the tree is between 20 and 30 feet high).

Floating Mountain

School: Conjuration (creation) [earth]; **Level:** Cleric/Oracle 8, Druid 8, Sorcerer/Wizard 8, Summoner 6, Witch 8

Casting Time: 10 minutes

Components: V, S, DF

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

Effect: 1 floating mountain

Duration: 2 hours/level

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

One floating mountain appears at the end of your casting time; if your casting is interrupted, the spell fails. It appears as an enormous quantity of roughly mountain-shaped rock; the perimeter of the floating mountain must fit within a 100 ft. x 100 ft. space but its particular shape is up to you. The floating mountain can have a relatively flat surface and a mountain below (a bit like an inverted cone, extending 50 feet down), it can have a relatively flat base and a mountain above (a bit like an upright cone, extending 50 feet up), or it can come to points both above and below (extending 50 feet in both directions).

The floating mountain hovers in the air before you and can, at your discretion, be touching the ground when you cast the spell if you are touching the ground. You may, when you cast the spell, identify up to 3 allies, any of whom may control the motion of the mountain. You may reestablish control from such an ally at any time as a free action. The controller of the mountain must be within 750 feet of the mountain to maintain control. The mountain is treated as though it were subject to a *fly* spell though with a maximum speed of 20 ft.; anyone controlling the mountain may control the motion of the mountain on its turn as a move action. It will not fly on its own but will remain levitating in place if no one is concentrating on its motion. The floating mountain has no weight limit (its speed is not reduced even if you cover it with extremely heavy objects).

Though the floating mountain is treated as though subject to a *fly* spell, if the entire mountain is destroyed (such as by it being dispelled), those who had been on the mountain are not treated as though subject to a *fly* spell and so immediately begin falling from that height.

If you are a cleric with a plant domain, a druid, or an oracle with the nature mystery, you may choose for the floating mountain's upper surface to be covered in soil and simple plant life (grasses, small shrubs, etc.). If you do so, you may also choose for the mountain to be covered with up to 20



Form of the Wyvern

trees (and you may choose their distribution). These trees may not be larger than 2-feet in diameter and may not be taller than 40 feet.

Form of the Wyvern

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

Casting Time: 1 standard action

Components: V, S, M (scale of a wyvern)

Range: Personal

Target: You

Duration: 1 minute/level (D)

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

You become a wyvern. You gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet and low-light vision. You also gain one sting (1d6 damage plus 1d4 points of Constitution damage on a failed Fortitude save), one bite (2d6) and two wing attacks (1d6).

If you cast *form of the wyvern* in warm or temperate hills, you gain Flyby Attack, a grab special attack with your bite

and a rake special attack with your talons (1d6) on a successful grab.

Frost Giant Form

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

Casting Time: 1 minute

Components: V, S, M (a pint of frost giant blood)

Range: Personal

Target: You

Duration: 1 minute/level (D)

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

You must consume the pint of frost giant blood during the first two rounds of the casting of this spell. During the second round, you must attempt a Fortitude save. If you fail the save on a roll other than a natural 1, the spell's duration, once it does take effect, is reduced to 1 round/level. If you fail the save on a roll of a natural 1, the spell fails and you are nauseated for one minute. If you save, the spell functions properly. If you did not roll a natural 1 on your save, during the remaining rounds of the casting time you slowly transform

into a frost giant. During this time, you are fascinated by your own transformation.

You assume the form of a frost 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 -2 penalty to Dexterity, 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 cold 20 and vulnerability to fire.

If your transformation occurs in cold mountains terrain or in another region specifically known as a habitat of frost giants, then you gain a +4 bonus to Stealth checks when in snow. In addition, ogres, winter wolves and white dragons of CR 13 or lower have a starting attitude of friendly when they first encounter you. You gain a +4 circumstance bonus on Diplomacy checks made to influence the attitudes of those types of creatures.

Fyrsome Grip

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

Casting Time: 1 standard action

Components: V, S, F (bracelet or ring crafted by a fyr worth at least 50 gp)

Range: Personal

Target: You

Duration: 1 minute/level

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

While *fyrsome grip* is in effect, any weapon you wield is treated as a masterwork weapon.

If you cast *fyrsome grip* in temperate forest or mountains terrain, the duration is increased to 10 minutes/level.

Gnashing Blade

School: Transmutation; **Level:** Antipaladin 4, Bloodrager 4, Magus 5, Sorcerer/Wizard 5

Casting Time: 1 standard action

Components: V, S, M/DF (a gnasher lizard's tooth)

Range: Touch

Target: Weapon touched; see text

Duration: 1 minute/level

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

Gnashing blade grants the vorpal magical weapon special ability to a magical slashing melee weapon with at least a +3 enhancement bonus. The weapon's current enhancement bonus need not be its usual bonus (i.e. it can be as a result of a spell such as *greater magic weapon*).

Gory Indulgence

School: Enchantment (compulsion) [evil, mind-affecting]; **Level:** Antipaladin 1, Bloodrager 2, Cleric/Oracle 2, Magus 2, Sorcerer/Wizard 2, Summoner 2, Witch 2

Casting Time: 1 standard action

Components: V, S, M/DF (a pinch of powdered, dried blood from a redcap's red cap)

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates; **Spell Resistance:** No

The creature touched experiences a need to indulge in bloodletting and willful slaughter. In addition, the creature temporarily ignores its own shortcomings and becomes hyper-sensitive to others' failings. Throughout the duration, the creature is prone to scornful, critical outbursts of others. These feelings are associated with a chilling and supernatural self-confidence that manifests in both a greater ability to cause and resist damage. The creature touched gains a +2 profane bonus on damage and fast healing 1.

If the touched creature is in temperate forest, mountain, or underground terrain, the target instead gains a +4 profane bonus on damage and fast healing 3.

Grimm Resistance

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

Casting Time: 1 standard action

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

Range: Personal

Target: You

Duration: 1 minute/level

You gain powerful resistances and defenses but they only function against opponents of the fey type. Fey creatures have difficulty focusing on you and treat you as though you had concealment (20% miss chance), and against spells cast by fey creatures you have spell resistance equal to 10 + your level + your Charisma modifier.

On your turn, as a move action, if there is a fey creature within 30 feet of you, you may step into the Ethereal Plane as if using *ethereal jaunt*. You may return to the Material Plane at any time within 3 rounds; returning requires a swift action. This ends the spell.

Hew Crowd

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

Casting Time: 1 standard action

Components: V, S, M (a drop of bugbear blood)

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

Effect: 15-ft. radius burst

Duration: 1 round/level

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

You send waves of powerful force outward from a point you designate which must be within 5 ft. of a surface large enough to accommodate a Medium creature (you cannot, for instance, target a point in space high above the ground, though you could target a space on a human-sized rope bridge within range though the bridge itself might be destroyed by the

spell). Each Large or smaller creature (including incorporeal creatures) and object in the area is violently pushed in a straight line by the waves of force and suffers 2d6 force damage per 5 ft. it is moved. Once a creature or object is 20 ft. from the spell's origin, or once a creature or object enters an occupied space, it stops being pushed. A creature or object pushed into a pit or off a cliff could very well suffer falling damage normally. Additional saving throws or ability checks to avoid such perils are per GM adjudication. The waves of force extend in all directions so that creatures on the side of a hill, clinging to the bottom of the aforementioned bridge, for example, are subject to its effect.

A creature succeeding on a Reflex save may choose to be pushed by the waves of force and suffer no damage from being pushed, or refuse to be pushed by the waves and suffer half damage. A creature with evasion or improved evasion takes no damage from *hew crowd* on a successful save even if it refuses to be pushed and it may choose to be moved to any space it could have been moved by the pushing force. Movement caused by *hew crowd* does not provoke attacks of opportunity.

Particularly stable creatures (such as many four-legged mammals) gain a +2 on their Reflex save; creatures with a racial bonus to their CMD against bull rush or trip (such as dwarves) add that racial bonus to their Reflex save. Creatures gain a +1 bonus to their Reflex save for every 4 ranks they have in Acrobatics. All of these bonuses stack (a very stable creature with an additional racial bonus to CMD against bull rush and 8 ranks in Acrobatics gets a bonus of at least +5 to its save).

If you cast *hew crowd* in hills or mountains terrain or in areas with treacherous footing (such as on a cliff or rope bridge), the damage dice are d8s instead of d6s and the save DC for creatures without flight or similar abilities (such as being able to levitate or being incorporeal) is increased by +2.

Hew crowd is reputed to have been developed by bugbear sorcerers who enjoyed splitting up parties and knocking some members off of ledges. In any case, it has been usurped and is being shared widely by others.

Hewn from the Same Stone

School: Transmutation (polymorph); **Level:** Cleric/Oracle 4, Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, M/DF (a drop of a dwarf's blood)

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 minute/level

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

You and your allies are transformed into dwarves; you appear similar to one another and those who do not know you cannot tell you apart upon casual observation (Perception DC 20 to identify any of you as not appearing the same as the others). All creatures affected by the spell (including those who are dwarves) gain a +2 size bonus to Constitution,

darkvision 60 ft., and the slow and steady, hardy, and stability racial traits. If none of the targets of the spell is a dwarf, the spell has no other effects.

If at least one target is a dwarf, the duration is 10 minutes/level, the Perception DC to recognize individuals is increased by +2 for each dwarven target, and each target may, as a standard action on its turn that does not provoke an attack of opportunity, accomplish any of the following, though doing so shortens the duration of the spell by 1 minute.

- Gain the base attack bonus of any transformed ally until the end of its next turn. On its next turn, the target making this choice may not cast a spell unless that spell requires an attack roll.
- Gain the base saving throws of any transformed ally until the end of its next turn.
- Gain any one race-based or class-based energy resistance (or immunity) of any transformed ally until the end of its next turn. On its next turn, the target making this choice may not produce a damage-causing effect using the energy type to which it is temporarily resistant or immune.
- Increase one of its ability scores to match that of any transformed ally until the end of its next turn. On its next turn, the target making this choice suffers a -2 to each of its other five ability scores.

For example, the party's rogue is transformed by *hewn from the same stone* and anticipates being subject to a mind-affecting effect before the end of its next turn. On its turn, the rogue chooses to gain the base saving throws of the party's cleric. This choice swaps all three of the rogue's base saves with the cleric's base saves for the rogue until the end of the rogue's next turn (which could turn out to be a bad choice if the rogue has to make a Reflex save instead).

Multiple targets may select the same duration-reducing benefit. For example, if there is one fighter in the party, each of the others may, on its turn, gain the fighter's base save bonus until the end of its next turn (and if there are four others in the party, the spell's total duration is reduced by 4 minutes thanks to these choices). Anyone choosing any of these does not prevent that same individual from making another choice on another round.

Hill Ghost

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

Casting Time: 1 standard action

Components: V, S, F (an article of clothing from someone deceased, which you must wear)

Range: Personal

Target: You

Duration: 1 round/2 levels

You gain the incorporeal universal monster ability but only while you occupy higher ground than when you cast the spell. Further, while you occupy that higher ground you have no choice but to be incorporeal. For purposes of this spell, higher ground means any literally higher position (on a chair, in a tree, one step up on a staircase, etc.) than the position from

which you cast the spell. In cases where this determination is not possible (such as moving to another plane), you are assumed to not be occupying higher ground than when you cast the spell.

Hill Trekker

School: Transmutation; **Level:** Bloodrager 1, Druid 1, Inquisitor 1, Magus 1, Ranger 1, Sorcerer/Wizard 1, Witch 1

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Creature touched

Duration: 1 minute/level

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

The touched creature becomes especially good at navigating slopes. For the duration, it treats steep slope as normal terrain. Furthermore, whenever the creature is required to make an Acrobatics or Ride check in steep slopes, it gains a +5 competence bonus on those checks.

Hillock Homestead

School: Conjuration (creation) [earth]; **Level:** Cleric/Oracle 3, Druid 3, Ranger 2, Shaman 3

Casting Time: 1 minute

Components: V, S, DF

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

Effect: 20-ft.-square structure, 10 feet high

Duration: 1 hour/level (D)

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

You conjure a domed earthen shelter. There must be material in the immediate vicinity that matches the material of the shelter. The floor is dirt or stone, but it is dry and free of plant and animal matter. The shelter has no windows or doors, but it has an opening roughly 3-feet wide and 6-feet tall. The shelter has no heat or source of heat. You'll need to fashion a cover to prevent wind or rain from coming in the opening. The roof is earthen and sufficient rain could eventually cause it to collapse or erode.

Within the area outside the shelter, extending to 10 feet in all directions, the landscape is filled with trees, boulders, cacti, small hills, or whatever naturally-occurring features are in the region. This makes that region difficult terrain and provides cover to those within against attacks from those outside the area.

If you cast *hillock homestead* in hills or mountains terrain, the duration is doubled.

Homing Stone

School: Conjuration (teleportation) [earth]; **Level:** Cleric/Oracle 6, Druid 6, Ranger 4, Sorcerer/Wizard 6

Casting Time: 1 minute per homing stone; see text

Components: V, S, DF, M (one or more gems worth 500 gp each and one or more stones; see text)

Range: Touch



Hill Trekker

Effect: 1 homing stone/3 levels (maximum of 5)

Duration: Instantaneous

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

You merge 1 stone and 1 gem together, infusing the combination with teleportation magic, transforming them into homing stones. Each homing stone requires 1 minute of uninterrupted casting time during which you must hold the gem and stone together in your hand. If you are creating multiple homing stones with a single casting of *homing stone* you must move from one pair to the next without interruption. At the conclusion of the casting time you have up to 1 homing stone per 3 caster levels (to a maximum of 5 such stones).

You may choose minor visible and tactile qualities of the homing stones. For instance, you may choose for a homing stone to have streaks of natural-looking rock colors marbled throughout a stone, you may choose its approximate size and shape (each may end up no larger than what would fit approximately within a 1-inch cube).

When you throw a homing stone you must utter a short phrase (usually akin to "go home") for its magic to activate. If you are proficient with weapons that could use a homing stone as a projectile (such as a sling) you may use that weapon when you make your attack roll with the homing stone. If you throw the stone, you are considered proficient with it, it has a

range increment of 10 feet and 5 range increments. You make a ranged touch attack against your target (uttering the phrase is part of the standard action when you throw the stone) and if you hit the target it is teleported to where the stone that was used to create the device was originally acquired (the stone causes no damage to the target). If the location to which you are attempting to teleport a creature cannot accommodate that creature (the space is occupied, the space would be inside a wall, the creature is too big to fit, etc.) then the teleportation fails and that homing stone becomes a normal stone. However, the location does not have to be a space that is safe for the creature (it could be a river bed, for instance, or at the bottom of a well). If the creature has spell resistance, you must overcome the spell resistance for the teleportation effect to succeed. The creature may attempt a Will save to negate being teleported. (If the target is an unattended object instead of a creature, it is only allowed spell resistance or a saving throw if it is a magical object. If the target is an attended object, you must overcome the possessor's spell resistance and the possessor's saving throw.)

When you throw a homing stone and utter the short phrase, the magic of that homing stone is in use. If you miss your target or if you fail to overcome its spell resistance or if it makes its saving throw, the homing stone is rendered inert and becomes a nonmagical, normal stone.

The stones you use to create homing stones cannot be from a private residence, building or other manufactured construction and cannot be taken from within a creature (living or otherwise). For example, you cannot remove a stone from a cobblestone floor inside a prison cell and use this spell to teleport someone into that cell. And, if you were somehow able to retrieve a stone from the stomach of a dragon, you could not teleport someone into that dragon's stomach. The stone must come from a natural setting (as determined by the GM), for example, on a hillside, in a cave, on the bank of a river, etc. The magic of the homing stone will not teleport creatures or objects across planes.

If you are a ranger and the stone was taken from within one of your favored terrains, you are an oracle with the stone mystery, you are a cleric with the earth domain, or you are a cave druid or a mountain druid, you gain a +2 with that homing stone on your attack roll and on any attempt to overcome spell resistance, and the save DC to negate being teleported is increased by +2 for that homing stone.

If you throw a homing stone at a willing or helpless ally, you automatically succeed on your ranged touch attack, you automatically overcome spell resistance, and the ally may voluntarily fail its saving throw. You may also utter the phrase and tap yourself with a homing stone, discharging the magic and teleporting you.

Immunity to Petrification

School: Transmutation; **Level:** Sorcerer/Wizard 7

Casting Time: 10 minutes

Components: V, S, M (a vial of powdered gorgon dung and a half-pint of mineral oil)

Range: Touch

Target: Living creature touched

Duration: Permanent

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

During the casting of the spell you mix the powdered dung with the mineral oil and apply it to the skin of the target creature. At the conclusion of the casting, the target creature is permanently immune to petrification effects unless the magic of this spell is dispelled.

The subject of *immunity to petrification* cannot be turned to stone or any similarly mineral-related or rock-related material (mud, crystal, iron, etc.). However, it could still be transformed into something else (wood, for instance).

Incinerate

School: Evocation [fire]; **Level:** Sorcerer/Wizard 7

Casting Time: 1 standard action

Components: V, S, M (a drop of red dragon blood)

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object); **Spell Resistance:** Yes

A fiery red ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of fire damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely incinerated, leaving behind only a trace of fine ash. An incinerated creature's equipment is unaffected.

When used against an unattended object, the ray deals 1d6 points of fire damage per caster level (to a maximum of 20d6) and if the object is combustible it is set on fire. If the object is destroyed by this damage, it is entirely incinerated leaving only a faint trace of ash.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely incinerated.

The ray affects only one target per casting.

If you cast *incinerate* in warm mountains terrain the DC of the save is increased by +2.

Insightful Riddler

School: Enchantment (compulsion) [curse, mind-affecting];

Level: Bard 6, Cleric/Oracle 6, Sorcerer/Wizard 6

Casting Time: 1 standard action

Components: V, S, M/DF (a gnosphinx's feather)

Range: Touch

Target: Creature touched

Duration: Permanent

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

The target of this spell gains several powerful abilities and a burdensome curse. Until the curse is broken, the target

gains the following spell-like abilities if the proper conditions are met. The target's caster level is the target's level.

- Constant—*comprehend languages, detect magic, read magic*
- 3/day—*clairaudience/clairvoyance*
- 1/day—*locate object, legend lore*

The target may not use any of these abilities on any day that it does not spend at least 4 hours reading about, writing, or discussing puzzles, riddles, dilemmas and the like. Those 4 hours cannot also be spent on other tasks (including tasks like preparing spells, praying, and meditating). This devotion to enigmas temporarily improves the target's intellectual gifts such that all Knowledge checks made while affected by this curse are made with a +4 insight bonus.

The compulsion to discover new puzzles or to attempt to solve previously unsolved riddles is so strong that the target can easily become distracted, short-tempered or argumentative. For each day that the target does not spend at least 2 hours reading about, writing, or discussing puzzles, riddles, dilemmas and the like, it suffers a -2 to its Charisma and Wisdom scores. These penalties accumulate though the target's Charisma and Wisdom cannot drop below 6 as a result of this spell. While the target is subject to a Charisma or Wisdom penalty resulting from this spell, the study time necessary to gain the spell-like abilities is doubled. If the target spends sufficient study time to gain the spell-like abilities on three consecutive days, the ability score penalties from this spell are removed.

If *insightful riddler* is cast in a sphinx's territory, then the target also gains the spell-like ability *insightful riddler* which can be used once per week.

The caster may target herself with this spell.

Insightful riddler can be removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. However, the attempt requires dialoguing with the target. If the attempt to remove the curse requires a check and the check fails, the caster attempting to remove the curse is afflicted with *insightful riddler* as well.

Magma Sheet

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

Casting Time: 1 standard action

Components: V, S, M (a pinch of ash from a creature killed by fire)

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

Effect: Sheet of magma; see text

Duration: 1 round

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

You create a sheet of raining magma. The sheet is 5 feet long per caster level (maximum 100 feet long), 5 feet wide and half as high as it is long. When you create the sheet, the base of it must be at least 30 feet above you and cannot be more than 60 feet above you. You may create this sheet anywhere within medium range (100 ft. + 10 ft./level) so long as the entire sheet fits within that range. The sheet immediately falls and any creature onto which it falls takes

1d6 fire damage/level (maximum 10d6). Any creature adjacent to a space onto which the sheet falls takes 2d6 fire damage. In both cases, a successful Reflex save halves this damage.

The magma remains hot; until the start of your next turn any creature entering a space onto which the sheet fell suffers 1d6 fire damage (no save). This additional damage can affect any number of creatures but affects any creature only once (no creature can suffer more than 1d6 fire damage even if it moves through several such squares on its turn).

If you cast *magma sheet* in cold hills or cold mountains terrain within an hour's flight of a crag linnorm's lair, all the DCs of the spell are increased by +2 and all the damage dice are increased from d6 to d8.

Manticore Form

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

Casting Time: 1 standard action

Components: V, S, M (a manticore's spike)

Range: Personal

Target: You

Duration: 1 minute/level (D)

You transform, gaining the terrible visage of a manticore; you gain a +2 size bonus to your Strength. Your hair grows into a wild mane surrounding your face and head (if you are bald you grow hair as part of the spell). Two of your teeth grow and sharpen into fangs and claws extend from your fingers. You gain a bite and two claw attacks that cause damage appropriate for your size. In addition, you grow a spiked tail and gain the ability to fire spikes from that tail as a ranged attack. You may fire two spikes per round from the tail, you roll separately for each spike and can target two different creatures so long as they are no greater than 30 feet apart; the spikes have a range of 90 feet with no range increment. Each spike causes 1d6 piercing damage plus your Strength modifier. The total number of spikes on your tail is twice your caster level (maximum 20); when you shoot them they do not regrow.

If you cast *manticore form* in terrain that could be considered warm hills or marshes, you also gain darkvision 60 ft., low-light vision and scent.

Masses Dig

School: Enchantment (compulsion) [emotion, language-dependent, mind-affecting]; **Level:** Bard 6, Cleric/Oracle 7, Sorcerer/Wizard 7, Witch 7

Casting Time: 1 round

Components: V, S, M/DF (a 5,000 gp gem)

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

Targets: Many creatures in a medium-range burst, centered on you; see text

Duration: 1 day/level (D)

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

Masses dig is usually cast surreptitiously during a compelling speech, summons or discussion about mining, riches, or similar activities typically occurring deep within caves, hills or mountains. Those in the area when the spell is cast, even if they had not been paying close attention, feel strongly compelled to join with others and dig (part of the compulsion could be the desire to find great wealth). This compulsion is so powerful that those affected would, if not provided with clearer instructions, grab the nearest tool (or use their hands if no tool were available) and begin digging. Those failing their saves are treated as if affected by *suggestion*. Those who fail their save and who were listening to you recognize you as an unquestioned expert in the mission and its related goals; they are supremely confident in their ability to lead smaller groups in carrying out your goals—such individuals find themselves agreeing with one another on almost all matters of the overall project as directed by you. The mission you give must actually be related to excavation, mining, digging, or something similar. If you dramatically change the mission (for example, to take up arms against a nearby town), the spell fails and all targets who had been compelled are freed.

You have some control over which people become the masses who then dig for you. Unlike a traditional compulsion, all the creatures in the area who could be affected must attempt a save (creatures with an Intelligence score of 3 or lower and creatures who cannot understand you are unaffected). Of those who fail, you select a small number of targets as the leaders. When you cast the spell, roll 1d6/level. The result is the number of Hit Dice of creatures you can affect most strongly. Choose from among all those who failed their save and subtract their number of Hit Dice from your total until you exhaust your total. Those individuals become your most ardent diggers and are recognized as the leaders from among all others. The leaders you've chosen are strongly compelled, more than merely under a suggestion effect. Each of those leaders gains a +6 morale bonus to Diplomacy and Intimidate checks regarding the execution of the mission. If a leader fails to operate within the aims of the mission for 24 hours, it suffers a -3 penalty to its Wisdom score; this penalty accrues each day though its Wisdom score cannot be reduced below 1 as a result of this spell. Those who failed their saves but who are not leaders are strongly motivated to follow you and the leaders to accomplish the mission. They will not deviate from their instructions though they will not follow instructions that would obviously lead to their immediate death (though they may agree to work 16 hour days).

Anyone else may join the movement. Those who haven't failed their saves, including those who never listened to your original speech, may very well find the mass movement inspiring and might find the persuasive words of the leaders to be worth accepting. Other skills or abilities you possess might make the effort very effective.

The compulsion of *masses dig* can be removed from non-leaders by a successful casting of *break enchantment*, *limited wish*, *miracle*, or *wish*. Leaders affected by the spell can only have the curse broken by *limited wish*, *miracle*, or *wish*. Non-leaders subject to a *calm emotions* spell will stop their digging

and rest though they remain committed to the cause and as soon as *calm emotions* ends they will return to their tasks.

If you cast *masses dig* in hills or mountains terrain or in a settlement within sight of such terrain, then the save DC is increased by +2, the duration is increased to 1 week/level, and you roll d8s instead of d6s to determine the number of creatures you can affect most strongly. If you are a cleric with the earth domain, an oracle with the stone mystery, or a mountain witch, then the save DC is increased by +2 and you add your caster level to the total of your die roll when determining the number of creatures you can affect most strongly. These increases to the save DC stack.

Mineral Manipulation

School: Transmutation; **Level:** Alchemist 3, Sorcerer/Wizard 4

Casting Time: 1 round

Components: V, S

Range: Touch; see text

Effect: One hand-held item; see text

Duration: Instantaneous

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

You reach into solid stone (the volume of which must be at least a two-foot cube); it resists you only as much as if it were mud. You form a mental image of a metal item you wish to retrieve and when you pull your hand out from the stone, the various minerals within the rock have transformed into a typical example of that item. Like *fabricate*, the item you create is limited by the quality of the material in the rock; however, as this spell manipulates the minerals within the rock, you can pull copper, iron, various alloys, and the like from out of the rock provided that these things are within that rock (they do not have to be within reach, but they must be relatively local, as determined by the GM).

The item you retrieve must be one that you can hold in one hand and you must be strong enough to lift it. For example, you could pull an iron spike, a pry bar, a pick, or any small, hand-held tool from the rock. The item is composed entirely of one type of material (you cannot pull a hammer with a metal head and a wooden grip from the stone). The item cannot have moving or multiple parts (you cannot pull a chain from out of the stone). The item you pull from the stone cannot be valuable (such as silver, gold, or a gem) though the item itself could, of course, be sold to someone.

Mob of Giants

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

Casting Time: 1 standard action

Components: V, S

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

Targets: One humanoid/level no two of which can be more than 30 ft. apart

Duration: 1 round/level

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

You transform the targets failing their Fortitude saves into hill giants. Each target's size changes to Large and it gains the giant subtype. In the new form, each target gains a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, +4 natural armor bonus, and a low-light vision. The targets do not gain rock catching or rock throwing.

The subjects also suffer a -4 penalty to Intelligence and Charisma and become outrageously selfish, greedy and aggressive. Each round on an affected creature's turn it may act normally if it makes a Will save at the start of its turn (though acting normally is modified by the fact that the subject's Intelligence and Charisma are lower and it is a hill giant). If it fails this save, it behaves as a chaotic evil, selfish and aggressive giant would act (it is appropriate for the GM to suggest an appropriate course of action for the target).

Creatures (such as allies, for instance) can voluntarily fail the Fortitude save but cannot voluntarily fail any of the Will saves.

If you cast *mob of giants* in temperate hills, all the save DCs are increased by +2.

Mobat Screech

School: Evocation (sonic); **Level:** Alchemist 2, Bard 2, Bloodrager 2, Magus 2, Sorcerer/Wizard 2

Casting Time: 1 standard action

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

Range: 10 ft.

Area: 10-ft.-radius burst centered on you

Duration: Instantaneous

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

You release a peculiar screech that staggers all in the area for 1d3 rounds unless they succeed on a Fortitude save.

If you cast *mobat screech* in temperate or warm forests or hills, or underground, the save DC is increased by +2, the range is 10 ft., the area of effect is a 20-ft.-radius burst, and the staggered effect lasts for 1d4+1 rounds.

Mountain Hunters

School: Transmutation; **Level:** Cleric/Oracle 4, Ranger 3, Paladin 3

Casting Time: 1 standard action

Components: V, S, DF

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

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

Duration: 10 minutes/level

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

The selected targets gain a +4 morale bonus when making checks or saves against several of the offensive capabilities of creatures with the dragon type or the giant subtype. In particular, the bonus applies to saves to resist frightful presence, crush and tail sweep attacks, and breath weapons, and a +6 morale bonus to all checks made to avoid



Mountain Hunter

or escape being grappled. The bonuses from this spell do not apply to spells or spell-like abilities.

When cast in cold mountains terrain, the spell also grants a +4 morale bonus on any save made against any cold effect (including spells); when cast in warm mountains terrain, the bonus applies against any fire effect (including spells). In any mountains or hills terrain, the duration of the spell is doubled.

Mountain Goat

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

Casting Time: 1 standard action

Components: V, S, M (a ram's or goat's hoof)

Range: Personal

Target: You

Duration: 1 minute/level

For the duration of the spell you gain a +2 competence bonus to Acrobatics, Climb and Perception checks and a +2 competence bonus to Reflex saves.

If you cast *mountain goat* in hills or mountains terrain, your competence bonus to Acrobatics and Climb checks is +4 instead and the duration of the spell is 10 minutes/level.

Nature's Stairway

School: Conjuration (creation); **Level:** Cleric/Oracle 3, Druid 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S, F/DF (a stone carved into a stair step)

Range: 30 ft.

Effect: A stairway made of stone

Duration: 1 minute/level

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

You create a stairway made of stone. The spell only functions if the surface on which the spell manifests is sloped and predominately earthen or stone. The stairway extends 30 feet ahead of and behind you (allowing others to traverse the stairway as well). As you climb or descend, additional stairs appear and disappear so that there are always steps for you and others to use. The width of the steps can vary, depending upon the environmental conditions, but normally are 4 feet wide; typically, a step will be about 7 inches high and 10 inches deep, though this too can vary based on conditions. The base Acrobatics DC to navigate these stairs is 0; skill checks do not have to be made unless other circumstances raise the DC to 10 or higher.

Though the spell functions only when the surface is predominately earthen or stone, the stairs will cover small regions that are not earthen or stone. For example, the stairway might be moving upward on a hill and cross a small stream; so long as the majority of the stairway is covering and touching earth or stone, the spell will continue to function normally. However, this spell cannot be used to span wide chasms (so it cannot be used to create large bridges, though it could be used to create short ones).

Nature's stairway is designed for use in environments of hills, mountains and other natural areas, especially with steep or hard-to-navigate slopes. It can be used on sand dunes and would even overlay existing stairs on a stone pyramid (and if the existing stairs were dangerously steep, these new stairs would be easier to use). The spell does not produce steps to scale walls or cliffs or other vertical (or nearly vertical) surfaces.

If you cast *nature's stairway* in hills or mountains terrain the duration is 10 minutes/level.

Nocturnal Angst

School: Necromancy [curse, fear]; **Level:** Antipaladin 2, Cleric/Oracle 3, Inquisitor 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V, S, M/DF (a hair or nail from a nocturnal animal)

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

Target: One humanoid creature

Duration: Permanent

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

The target creature no longer trusts what it sees using darkvision or low-light vision (regardless of how it has access to those senses). This manifests as the creature generally being treated as though it did not have darkvision or low-light

vision when adjudicating things like concealment and perceiving things in less-than-optimal lighting conditions. The creature has not actually lost darkvision or low-light vision and may attempt a Perception check to notice things that it normally would have been able to notice with those senses (though the DC is increased by +10) provided that it spends a move action in its attempt.

In addition, whenever the creature is in dim or darker lighting conditions, it is shaken (this is a fear effect).

If the target of *nocturnal angst* is in any terrain with natural navigational hazards, then, while it is shaken as a consequence of this spell's curse, its penalties to ability checks used to safely navigate that terrain are made at a penalty of -5 (instead of the normal -2).

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. In addition, casting *darkvision* on the target suppresses the curse for the spell's duration, and casting *true seeing* on the target breaks the curse.

Ogre Madness

School: Transmutation [curse, emotion, evil, mind-affecting]; **Level:** Cleric/Oracle 3, Sorcerer/Wizard 4, Witch 3

Casting Time: 1 standard action

Components: V, S, M (an ogre's nail or hair)

Range: Touch

Target: Humanoid touched

Duration: Permanent

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

The target becomes as corrupt and foul as an ogre. Until the curse is lifted, the target becomes obsessed with cruelty, torture, abuse and the other sadistic and terrible pleasures of ogres. Each day that the target commits at least one intentional act of cruelty, the target gains +1 size bonuses to Strength and Constitution and suffers a -1 penalty to Intelligence and Charisma (these bonuses and penalties accumulate up to +4 bonuses and down to -4 penalties, no score may be reduced below 3 by this spell). After the maximum values of these changes have been achieved, the target gains approximately 1 inch of height and 5 pounds of weight each day that it commits at least one intentional act of cruelty. After a couple weeks of these changes, they begin to accelerate and by the time a month has passed since the spell first took effect, the target has been transformed into an ogre. Its size changes to Large and its type becomes humanoid (giant). It gains darkvision 60 ft. and low-light vision.

If the spell is cast in temperate or cold hills, the DC of the save is increased by +2. If you are a witch with a transformation patron, the DC of the save is increased by +2. These increases to the save DC stack.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. In addition, an *atonement* spell breaks this particular curse.

Ogre Madness

Whether the target of the *ogre madness* avoids intentional acts of cruelty is determined by the GM. In cases where the target is not a PC, it's reasonable to assume that the magic of the spell, because it is a curse, all but forces this to happen (however, if the target is an important NPC, treating it as a PC is not inappropriate). If the target is a PC, because the target is "obsessed with cruelty" the player could play this new role and succumb to the spell's terrible curse. However, one could also resist acting on one's own obsessions (fiction is rife with such tales). In this case, only when a PC is confronted with overwhelming opportunities to act on these obsessions should the player risk losing control. In those cases, an additional Will save is appropriate, and failing that save indicates that the character lapses and indulges the cruelty.

Oni Form, Ogre Mage

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

Casting Time: 1 standard action

Components: V, S, M (a vial of ogre mage's blood)

Range: Personal

Target: You

Duration: 1 minute/level (D)

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

You become an ogre mage. You gain a +4 size bonus to Strength, a +2 natural armor bonus, darkvision 60 ft., regeneration 5 (fire or acid), and Spell Resistance (10 + 1/2 your level). In addition, you gain the constant use of *fly*. You also gain *darkness* and *invisibility* as at will spell-like abilities.

While in the form of an ogre mage, you have a powerful urge to dominate others and for them to pay appropriate respect to you by providing you with gifts. Should you wish to pursue those drives, you gain a +6 competence bonus on Bluff, Disguise, 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 an ogre mage; if you are engaging in other pursuits while in this form, you do not gain the +6 bonus.

If the terrain from which you cast this spell could be considered hills or mountains, you gain a single use of any one of *cone of cold*, *gaseous form*, or *deep slumber* as a spell-like ability (you do not have to select which of the three you will choose when you cast the spell, you can choose at any time thereafter).

Phase Runner

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

Casting Time: 1 standard action

Components: V, S, M (a drop of phase spider blood)

Range: Personal

Target: You

Duration: 1 round/level (D)

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

Your body shimmers between material and ethereal states; this dual state slows you somewhat, reducing your base speed and all other speeds by 10 feet (to a minimum of 5 feet). Whenever you are moving or taking a move action to change location, you and your equipment are ethereal. While you are ethereal you are invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. You can move through solid objects, including living creatures. You can see and hear on the Material Plane, but everything looks as though it's somewhat shrouded in haze. Your sight and hearing is limited to 120 feet while you are moving.

If you are moved by some being or force other than yourself (such as being subject to a push or pull effect, riding on a wagon, ship or horse, etc.) then you are not considered to be moving for purposes of this spell. If you are subject to a spell or ability which changes your location, such as *dimension door* or *teleport*, then you are considered to be moving during any portion of your turn when your location changes on that turn. If you move as part of a standard action or full-round action (such as by charging), you are moving. A 5-foot step is considered movement for purposes of this spell, so long as you change position.

While you are moving, force effects and abjurations affect you normally. Ethereal creatures can attack you normally, as though you were fully ethereal and on the Ethereal Plane. If you have some ability to cast spells while you are moving, spells cast while you are moving affect only other ethereal things.

If the spell ends while you are in motion or you are otherwise fully material at some point while inside a material object as a result of this spell, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Whenever you are not moving (and, in tactical combat, this includes virtually all circumstances when it is not your turn) you are fully material.

If you cast this spell in the same warm hills where the phase spider lived whose blood was used as this spell's material component, then your speeds are not reduced while you are affected by the spell.

Portive Stone

School: Conjuration (teleportation) [earth]; **Level:** Magus 5, Ranger 4, Sorcerer/Wizard 5

Casting Time: 1 round

Components: V, S, M (1 or more stones, up to 10)

Range: Touch

Effect: 1 portive stone/2 levels (maximum of 10)

Duration: 1 round/level

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

You infuse teleportation magic into one or more stones which you must be holding in your hand when you cast the spell. After you cast the spell, you may give one or more of the now-magical stones to others and the stones retain their magic normally. You and those others may use the stones as described below.

On your turn you may throw one stone at a target. Treat the stone as any typical thrown weapon (range increment of 10 feet, five range increments). Make a ranged touch attack against that target; if you hit the target and there is an unoccupied space adjacent to the target you may teleport into that space (if there is no unoccupied space adjacent to the target, you do not teleport and that stone's magic is discharged). If you miss the target then the stone's magic is discharged and you do not teleport. The stone causes damage normally for a thrown weapon (treat the stone as causing 1 point of damage on a successful hit, it is not considered a magical weapon, you do add your Strength modifier as if it were any other throw weapon, if you have any feats or abilities that would increase the damage, apply those normally).

If you choose a target that is within 30 feet then you may choose to use a move action instead of a standard action when you throw the stone (potentially freeing up your standard action for an attack when you arrive in the new space); you may only do so if at least one stone other than the one you throw is still holding a charge and is in your possession. When you make this choice, the magic in all the remaining stones in your possession is discharged when your attack roll from throwing the stone is resolved (if you hit, you teleport; if you miss, you don't teleport; either way all the remaining stones in your possession lose their magical charge).

If your stones are selected from within hills or mountains terrain, you cast this spell on those stones while in that terrain, and throw those stones while in that terrain (in each case, the same terrain, not just the same type of terrain), the range to which you may teleport with a move action instead of a standard action is 60 feet and you have a +2 on your ranged touch attack each time you throw a stone that holds a magical charge at the time you throw it.

No matter what your destination, you can transport only yourself and a maximum 200 pounds (or your maximum load, whichever is less) of objects you carry or touch. You cannot transport any creature except for your familiar or an animal companion or cohort of up to Tiny size (whose weight counts against your load limit).

Puny

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

Casting Time: 1 standard action

Components: V, S, M/DF (a dead mouse)

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

Target: One Large or smaller creature

Duration: 1 round/level

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

You cause a creature to shrink in size by one size category (Large to Medium, Medium to Small, etc.). This transformation occurs instantly. While the creature is a smaller size, you gain a +2 on all melee attacks and +4 on all melee damage against the creature. Others do not gain these bonuses against that creature.

If the target is in temperate or cold hills or mountains terrain the save DC is increased by +2.

Originally developed by ogre spellcasters, others have since found this spell to be very useful against ogres.

Rampage of Flame Drakes

School: Conjuration (summoning); **Level:** Sorcerer/Wizard 6, Summoner 5

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 flame drakes (see text)

Duration: 1 round/level (D)

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

You summon 3 to 5 flame drakes (roll 1d6, 1-2: 3 drakes, 3-4: 4 drakes, 5-6: 5 drakes). They appear where you designate and act immediately. In most other respects, this functions as *summon monster VI*. The flame drakes will work together until any drake believes it is significantly outperforming the others in combat at which time it will tend to act independently (though it will still carry out the mission you've assigned). More than one drake might believe it is significantly outperforming the others, and this could happen at the same time.

If the flame drakes are summoned into temperate mountain or hills terrain then they all have the advanced creature template.

Raise Mountain Range

School: Transmutation; **Level:** Druid 9

Casting Time: 10 minutes

Components: V, S, DF

Range: See text

Area: 2 square miles/level of hills terrain; see text

Duration: Instantaneous

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

You select a region of hills and convert those hills into mountains. As you cast the spell, the earth trembles and shakes as it undergoes rapid and powerful transformation. During the long casting time, enormous quantities of rock shift upward, taking trees, creatures, and everything in the region upward with them. When you've finished, there are mountains where hills once stood. Living creatures in the area survive the alterations despite the rapid change and incredible forces. The plant life is sustained throughout the change but might not persist over time.

The maximum height of the mountains you create is determined by your level; the peaks of the mountains are

2,000 feet above the tops of the hills that preceded them if you are 17th level. For each level above 17th, another 500 feet is added to the maximum height of the mountains.

This region becomes mountains terrain (though the base areas may remain hills terrain). The type of mountains will vary with the environment (i.e. you might produce what appear to be old and weathered mountains or you might produce what appear to be new and jagged mountains, the GM is the final arbiter). The mountains themselves will seem as normal even if the area would not normally have mountains. Specific details are left to the creative imaginations of the caster and GM (such as what happens to bodies of water, volcanic vents, and other geographical features that could be in the area).

Rise from Death

School: Necromancy [see text]; **Level:** Alchemist 4, Antipaladin 4, Cleric/Oracle 4, Inquisitor 4, Magus 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 8 hours

Components: V, S, DF/M (an onyx gem worth 500 gp)

Range: Personal

Target: You

Duration: 1 round/level

You spend 8 continuous hours casting *rise from death*. The onyx gem component of the spell must remain on your person for the spell to take full effect. When the spell triggers, the gem is consumed. Unless you are subjected to a successful *dispel magic* or a similar effect, *rise from death* remains viable. Until the spell triggers, you gain 1 negative level which cannot be removed by any means; when the spell triggers, the negative level is removed.

One round after you die, provided your body (or enough of it) remains intact and the gem remained in your possession when you died, your life is restored. You are alive, awake, and have one-half your normal maximum hit points, though your body continues to suffer from any conditions it had when you died (so if you had ingested poison, you are still poisoned). Any conditions your mind suffered from (including any curses that are not specifically associated with your body) are removed. You remain in this condition for 1 round/level. When this duration ends, you again gain the dead condition and your body remains in whatever state it is currently in (and continues the decay that would normally accompany death). You may be raised or resurrected after this, but, during the brief period while you are alive after *rise from death* triggers, you cannot be affected by any conjuration (healing) or necromantic magic. A *limited wish*, *miracle* or *wish* spell, while you are alive after *rise from death* is triggered, could still affect you.

If you cast *rise from death* using divine magic, it gains the evil descriptor.

If the entire casting time of *rise from death* takes place within a hilltop cairn that you have built, and the cairn remains legally yours when the spell triggers, then the duration of the spell is doubled.



Raise Mountain Range

Scree Field

School: Conjuration (creation) [earth]; **Level:** Druid 1, Ranger 1

Casting Time: 1 standard action

Components: V, S, M (a crushed pebble)

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

Area: 10-ft.-radius field of scree

Duration: 5 rounds/level

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

This spell creates a region of fine pebbles. Anyone moving across the area moves at half speed unless it succeeds on a DC 10 Acrobatics check (if it fails this check, it suffers no penalty except that it is forced to move at half speed). A creature attempting to run or charge through any of the area must succeed on a Reflex save or slip and fall prone.

If the scree is on a gradual slope, the Acrobatics DC increases to 12; if the scree is on a steep slope, the Acrobatics DC increases to 17. Regardless of the terrain, the DC of all Stealth checks made in the scree field increase by +2 (or, if the check is an opposed check, the Stealth check result suffers a -2 penalty).

Song from the Heights

School: Evocation [sonic]; **Level:** Bard 6, Cleric/Oracle 8

Casting Time: 1 standard action

Components: V, S, DF

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

Area: Cone-shaped emanation

Duration: Concentration, up to 1 round/level

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

You and up to 1 ally/2 levels burst into song. Each round, the effect of the song extends farther away, extending another 40 ft. per singer (if you are alone in the singing, the cone's length extends 40 feet each round, if you and two allies are singing, the cone extends 120 feet each round) until the sound has extended to the limit of your range. If you stop singing, the spell ends. If an ally stops singing, the area of effect retreats by the amount that the singer had been contributing. If an ally begins singing, the area of effect extends as noted above.

An ally contributes to the effect of this spell only if it is within 30 feet of you.

Each round after the round you cast the spell you may, as a standard action, attempt a Perform (sing) check. Divide your check result by 5 and round the result down, this is the number of d6 sonic damage your attack does to all the creatures in the area that round (to a maximum of 10d6 damage in any round). Each time a creature is exposed to sonic damage resulting from this spell it may attempt a Fortitude save to reduce the damage by half. Each singing ally contributes a bonus to your Perform (sing) check of +1 per 5 ranks it possesses.

If you are a divine spellcaster, for every 5 ranks you have in Knowledge (religion), add +1 to your Perform (sing) check—the song you sing is a powerful hymnal.

Though this spell causes damage through sonic energy, you cannot harm a target you cannot see.

Soroche

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

Casting Time: 1 standard action

Components: V, S

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

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

You cause creatures in the area of effect to be overcome with fatigue, confusion, dizziness, and other symptoms of exposure to extreme altitude. Creatures in the area must attempt a Fortitude save with the effects described below.

Creatures succeeding on their saves are temporarily out of breath, they feel pins and needles in their extremities and are dazed for 1 round. Creatures failing their saves by less than 5 points are fatigued and confused for 1d4 rounds in addition to the effects of those who made their saves.

Creatures failing their saves by less than 10 points but by 5 or more points are exhausted and confused for 1d4 rounds in addition to the effects of those who made their saves; in addition, they suffer -2 to their Charisma, Intelligence and Wisdom scores for 1 minute. Creatures failing their saves by 10 or more points are nauseated for 2d4 rounds in addition to the effects of those who made their saves; in addition, they suffer -4 to their Charisma, Intelligence and Wisdom scores for 2 minutes.

If the targets of this spell are in high elevation, then, for every 5,000 feet above sea level they are when they attempt their saves, they suffer a -2 penalty on their save. If a creature suffers ability damage as a result of this spell while it is 2,000 feet or more above sea level, then treat the ability score loss as ability damage instead.

Starlight Transposition

School: Conjunction (teleportation); **Level:** Bloodrager 4, Magus 4, Sorcerer/Wizard 4, Summoner 4, Witch 4

Casting Time: 1 standard action

Components: V, S

Range: Personal

Target: You

Duration: Instantaneous

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

Starlight transposition may be cast in one of two ways. The first exactly duplicates the *teleport* spell (including the chance for missing your target) except that you may only target yourself and that you are restricted in your choice of casting circumstances and destinations. The spell automatically fails unless you are currently subject to the lights of stars, further, the general swath of stars you see when you cast the spell must be the same general swath of stars you can see at your destination. (In general, assume that this means you are limited to a distance of approximately 100 miles.) Because of this limitation, a great many obstacles can prevent the teleportation including cloud cover, trees, being anywhere indoors or below ground (unless the space below ground has an unobstructed view of the sky), etc. If the chosen destination is not valid, treat the familiarity of the attempt as a false destination.

The second way to use *starlight transposition* is to disappear entirely for up to 1 hour/level and then reappear anywhere under the same starlight. In this case, you slip into the Astral Plane until the chosen duration expires. You must choose how long you will be away when you cast the spell, and, while you have disappeared, for all purposes, you simply do not exist (note how time passes on the Astral Plane); spells that reveal your location will simply fail. In this case, you choose a time to return and the destination is determined by the passage of time and by wherever the same general starlight happens to now be shining. If you have not specified a destination within this region of space, treat the familiarity of the attempt as a false destination. If there is no space into which you can return (such as might be the case in a

tremendously overcast area) then you return to the closest space possible to the space from which you cast the spell.

For the purposes of this spell, the sun (or suns, if the world has more than one) is not a star. However, if there are visible stars while the sun is visible the spell may still function.

Static Attractor

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

Casting Time: 1 standard action

Components: V, S, M (a small piece of quartz)

Range: Touch

Target: Creature touched

Duration: 1 minute/level

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

You cause the touched creature to become particularly vulnerable to electricity. The creature has a -4 penalty to all saves against attacks and effects that cause electricity damage and the creature gains vulnerability to electricity.

If you cast this spell in hills or mountains terrain, the save DC is increased by +2. In very high altitudes, for every 5,000 feet of elevation the save DC is increased by another +1.

Stoneclimber

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

Casting Time: 1 standard action

Components: V, S, M (a fragment of a copper dragon's claw, see text)

Range: Touch

Target: Creature touched

Duration: 10 minutes/level (D)

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

The touched creature gains the ability to climb as if it had been subject to the *spider climb* spell but only with regard to natural stone surfaces. If the material component is a substantially intact copper dragon's claw from a dragon that was at least 100 years old, then the touched creature's climb speed on natural stone surfaces is 40 ft.

If this spell is cast in hills or mountains terrain then the duration is doubled.

Stoneclimber, Mass

School: Transmutation; **Level:** Druid 5, Magus 5, Sorcerer/Wizard 5, Summoner 4

Casting Time: 1 standard action

Components: V, S, M (a fragment of a copper dragon's claw, see text)

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

Targets: 1 creature/level, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level (D)

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

This spell duplicates *stoneclimber* except that it affects multiple creatures.

Stone Steading

School: Conjunction (creation) [earth]; **Level:** Cleric/Oracle 6, Druid 6, Shaman 6

Casting Time: 10 minutes

Components: V, S, DF

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

Effect: 60-ft.-square structure

Duration: 1 day/level (D)

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

You conjure a sturdy stone shelter within a hill or mountain. The shelter is as powerful and resilient as any aboveground castle and serves as an underground fortress. The interior is laid out as you desire, with as many as three entrances. The space is divided into up to six rooms separated by sturdy stone walls and heavy wooden doors. Each room is furnished with crude but sturdy furniture. Each room can have up to 1 fireplace for warmth or cooking, and each magically vents out of the structure keeping the interior free from toxins or smoke.

The structure has at least one entrance leading outside the hill or mountain; each entrance can appear as a natural cave opening or as a sturdy stone door. The region outside an entrance, but no more than 30 feet from the entrance, can be protected by a 5-foot wide quicksand moat.

Stone Thrower

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

Casting Time: 1 round

Components: V, S, M (a hill giant's fingernail)

Range: Personal

Target: You

Duration: 1 round/level

You grow several feet in height and your size becomes Large (if you are already Large-sized, you still grow taller though your size remains Large); you gain a +6 size bonus to Strength but suffer a -2 penalty to Dexterity. You become an accomplished rock thrower and gain a +1/3 levels bonus on attack rolls with thrown rocks. You can hurl up to Small-sized rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. You can hurl the rock up to five range increments and your range increment is 60 ft. The rock causes 1d8 damage plus 1-1/2 times your Strength bonus.

In addition, you can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, as an immediate action, if you would normally be hit by a rock, you can make a Reflex save to catch it instead. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC

increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.

Stone Warriors

School: Transmutation [earth]; **Level:** Druid 5, Shaman 5

Casting Time: 1 minute

Components: V, S, M (1 nonmagical Tiny or Small stone per stone warrior animal)

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

Targets: 1 stone warrior animal per caster level; see text

Duration: 10 minutes/level

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

You transform the selected stones into Small stone creatures, each in the shape of a terrestrial animal of your choice. Regardless of the shapes you choose, the stone warriors have the following statistics.

Stone Warrior Animal CR 2

XP 600

N Small construct

Init +1; Senses darkvision 60 ft., low-light vision; **Perception** -5

DEFENSE

AC 17, touch 12, flat-footed 16 (+1 Dex, +5 natural, +1 size)

hp 21 (2d10+10)

Fort +0, **Ref** +1, **Will** -5

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 20 ft.

Melee slam +3 (1d3)

STATISTICS

Str 10, **Dex** 12, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +2 **CMB** +1 **CMD** 12

Each stone warrior animal is under your control and will attack whomever or whatever you designate; you can change the designated target as a move action, as if directing an active spell.

This spell cannot affect stones carried or worn by a creature. The stone warrior animals produced by this spell can be made permanent with a *permanency* spell.

Stone's Throw

School: Conjuration (teleportation); **Level:** Bloodrager 3, Magus 3, Ranger 2, Sorcerer/Wizard 3

Casting Time: 1 swift action

Components: V, S

Range: Touch

Target: 1 projectile

Duration: Instantaneous

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

You touch a projectile (which could be a stone, a sling bullet, an arrow, etc.) which you must throw or shoot on the same turn as you cast the spell (otherwise the spell's magic

ends and it has no effect). As soon as the projectile comes to rest, you are teleported to wherever the projectile finally settles. Throwing or shooting the projectile uses your standard action, but this is not a typical attack and you may not target a creature (though you may target an object, such as a tree or a wall). If you do not select an object as your target for this standard action, you must target a 5-ft. square (treat this as a ranged attack against AC 5).

If you hit your targeted object or square, the projectile may still come to rest elsewhere as adjudicated by the GM (if you throw a stone at a wall, hit it, and the wall is at the top of a hill, it's reasonably likely the stone will bounce off the wall and roll at least part way down the hill; if you shoot an arrow into a lawn and hit, the arrow is likely to stay put). If the projectile does not come to rest on your turn, the spell's magic ends and you are not teleported. If the space into which you would be teleported is occupied by a creature or object, you are teleported into a randomly determined space adjacent to that creature's or object's space, you suffer 1d6 hit points damage, and you are dazed until the end of your next turn; if there is no legal adjacent space, the spell's magic ends and you are not teleported.

If you miss your targeted object or square, then you are still teleported to the location where the projectile settles if it comes to rest on your turn (if it does not come to rest on your turn, the spell's magic ends and you are not teleported). The location of the resting place of the projectile will be determined by the GM. If the space into which you would be teleported is occupied by a creature or object, you are teleported into a randomly determined space adjacent to that creature's or object's space, you suffer 1d6 hit points damage, and you are dazed until the end of your next turn; if there is no legal adjacent space, the spell's magic ends and you are not teleported.

There does not have to be line of sight or line of effect between the space you teleport from and the space you teleport to. However, if you cannot see the space into which you will be teleported, then after you are teleported you are confused until the end of your next turn.

If you are teleported by *stone's throw* and do not suffer hit point damage as a result of being teleported, then you are dazed until the start of your next turn.

If *stone's throw* is thwarted by any other means (the stone comes to rest inside a magical area that permits inorganic material to enter but prohibits living things from entering, the stone passes through a zone that dispels magical effects, etc.), then the spell's magic fails and you are not teleported.

If you are a ranger and cast *stone's throw* in a favored terrain and would teleport to a location within a favored terrain, then you gain a +2 on your special attack roll when you target an object or space, and if you are teleported and would be confused or dazed, you are not confused or dazed on a successful Will save (if you would be affected by both conditions, a single save prevents both).



Summon Griffons

Summon Griffons

School: Conjunction (summoning) [see text]; **Level:** Cleric/Oracle 5, Ranger 4, Sorcerer/Wizard 5, Summoner 4

Casting Time: 1 round

Components: V, S, DF

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

Effect: 1d3 summoned griffons

Duration: 1 round/level (D)

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

This spell summons 1d3 griffons. They appear where you designate and act on your turn. They attack your opponents to the best of their ability. If you can communicate with the griffons, you can direct them not to attack, to attack particular enemies, or to perform other actions.

If you are good, then the griffons you summon have the celestial template. If you are evil, then the griffons you summon have the fiendish template. If you are neutral, then the griffons you summon have the divine template if you are a divine caster or the primordial template if you are an arcane caster (see below); if your alignment is neutral, then the griffons you summon treat all non-neutral creatures as having an opposing alignment.

Each time you cast the spell, the griffons' alignment and this spell's type match your alignment.

If you cast *summon griffons* while in temperate hill or mountains terrain, you summon 1 additional griffon and all the griffons also have the advanced creature template.

Divine Creature (CR +1)

This being has been touched by the power of a deity or ethos.

Quick Rules: Melee and Ranged Attacks deal 1d6 damage to creatures of opposing alignment; +4 bonus to attack rolls, AC, CMD, Will Saves.

Rebuild Rules: Special Attacks melee and ranged attacks deal 1d6 damage +1d6/4 HD the base creature possesses to a creature of opposing alignment; a number of times per day equal to the creature's Wisdom modifier, it can channel energy as cleric equal to the creature's HD; **SQ** add insight bonus to attack rolls, AC, CMD, and Will saves equal to creature's Wisdom modifier; **Ability Scores** +8 Wis.

Primordial Creature (CR +1)

This creature is filled with the power of the wild and untamed forces of the world.

Quick Rules: Gains the scent ability; **Speed** +10 ft. to all forms of movement; +2 on all attack and damage rolls, -2 penalty to all skill checks; +2 to AC and CMD; +1 hp/HD.

Rebuild Rules: gains the scent ability; **AC** increase natural armor by +1; **Speed** +10 ft. to all forms of movement; **Ability Scores** +2 Str, Con, Dex, and Wis, -4 Int (minimum 2), -2 Cha; **Feats** Alertness, Improved Natural Attack for each natural attack form; **Skills** lose all language skills.

Summon Hippogriff Team

School: Conjuraton (summoning); **Level:** Bard 4, Cleric/Oracle 4, Sorcerer/Wizard 4, Summoner 3, Witch 4

Casting Time: 1 round

Components: V, S, F/DF (a tiny bag and a small candle)

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

Effect: 1 summoned hippogriff/2 levels (maximum of 5)

Duration: 1 round/2 levels; see text

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

Summon hippogriff team functions as *summon monster iv* except that it only summons hippogriffs.

If you cast *summon hippogriff team* in hills or mountains terrain the duration is 10 minutes/level, you summon 1 hippogriff/level (though the maximum remains 5), and the hippogriffs are trained as mounts and arrive with appropriate saddles but do not engage in combat (though they will defend themselves).

Summon Mountain Champion

School: Conjuraton (summoning); **Level:** Sorcerer/Wizard 8, Summoner 6

Casting Time: 1 round

Components: V, S, F (a tiny bag and a small candle)

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

Effect: One summoned cloud giant and one summoned roc; see text

Duration: 1 round/level (D)

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

A cloud giant with the combat clairvoyant template riding a roc with the resilient template appears where you designate and acts immediately on your turn. You may choose to summon the roc so that it is in flight.

If you are good, then the roc and giant you summon also have the celestial template. If you are evil, then they also have the fiendish template. If you are neutral, you may choose which template to assign to the giant and roc (though they must have the same template). The spell's type matches your alignment.

Summon mountain champion can only be cast outdoors in mountains terrain.

Combat Clairvoyant Creature (CR +2)

Some creatures can see the next move in a fight and act accordingly.

Rebuild Rules: **Defensive Abilities** improved evasion (as the rogue ability); stalwart (as the inquisitor ability); **Special Attacks** precognitive advantage.

Precognitive Advantage (Ex): A combat clairvoyant creature gains a +4 insight bonus to attack rolls, saving throws, skill, CMB, and initiative checks, and AC. It also knows an opponent's weakness, likely tactics, or some other vital bit of information ahead of time and prepares accordingly (it has a weapon to overcome a creature's damage reduction; it has a vial of acid to overcome a troll's regeneration, etc.). Further, it is never caught flat-footed and as such can act in surprise rounds (though it must still roll for initiative).

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 its Constitution modifier; ignores all partial effects upon a successful saving throw; DR 5/- (if the creature possesses 10 or more HD, this increases to 10/-, or to 15/- if the creature possesses 15 or more HD); resist 5 to all energy types (if the creature possesses 10 or more HD, this increases to 10, or to 20 if the creature possess 15 or more HD); Ability Scores +10 Con.

Suppress Resistance

School: Transmutation; **Level:** Cleric/Oracle 3, Druid 3, Paladin 3, Ranger 3, Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, M/DF (a drop of giant's blood; see text)

Range: Willing creature touched

Area: 20-ft.-radius emanation from touched creature

Duration: 1 round/level

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

The touched creature emanates an aura that suppresses energy resistance and may weaken energy immunity. Creatures in the aura have their energy resistance lowered by 5 (or lowered by 10 if you're at least 10th level, or lowered by 20 if you're at least 15th level). If a creature's resistance would be lowered to 0 or lower, it gains vulnerability instead. If a creature's resistance would be lowered to -10 or lower, it suffers double damage from that energy type instead. If the creature in the aura is normally immune, its immunity becomes resist 30 instead (this effect only applies if you're at least 10th level). The creature emanating the aura becomes vulnerable to the same energy type.

The energy type affected by the aura is determined by the drop of giant's blood used as the component of the spell. If the material component is from a fire giant, the aura

suppresses fire resistance (frost giant blood suppresses cold resistance, storm giant blood suppresses electricity resistance). The blood must come from a giant that has an energy immunity or the spell fails.

Creatures in the aura can prevent having their resistance suppressed by making a successful saving throw. If a creature saves, it remains unaffected by the aura produced by this casting.

The target of the spell must be a willing target. (A charmed or similarly affected creature may be willing.)

If you are a paladin, you must target yourself with this spell or it automatically fails.

Sure-Footed Mounts

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

Casting Time: 1 standard action

Components: V, S, M (a mountain-goat hoof)

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

Targets: 1 mount/level, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

The mounts affected by this spell gain a +2 competence bonus on their Acrobatics, Climb, and Escape Artist checks.

For purposes of this spell, a Huge mount counts as 2 mounts, a Gargantuan mount counts as 4 mounts, and a mount that is not an animal counts as 2 mounts (a Huge non-animal mount counts as 4 mounts). You may not select a Colossal mount as a target for this spell.

If this spell is cast in hills or mountains terrain, the competence bonus is +4 and the duration is 1 hour/level.

Tengu Taint

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

Casting Time: 1 standard action

Components: V, S, M (a tengu feather)

Range: Touch

Target: Creature touched

Duration: 10 minutes/level (D)

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

The touched creature's body and mind are modified slightly. Its body takes on a very slight sheen of glossy black; its hair becomes black and appears from a distance to be a patch of small feathers and the creature's nose becomes somewhat beaklike. Other changes occur as well, making the creature somewhat more agile and quick but also a bit less robust. The creature gains a +2 size bonus to Dexterity, a +2 competence bonus to Perception and Stealth checks, but suffers a -2 penalty to Constitution and Sense Motive checks.

While subject to this spell, the creature finds shiny and colorful items attractive. If the creature chooses to try to take such items, it gains a +4 competence bonus on its Sleight of Hand checks.

You may not cast *tengu taint* on yourself.

Thunder and Lightning

School: Evocation [cold, electricity, sonic, water]; **Level:** Druid 5, Magus 5, Shaman 5, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 standard action

Components: V, S, M (a copper piece and a grain of salt)

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

Effect: Cylinder (30-ft. radius, 60 ft. high)

Duration: Instantaneous

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

You produce the effects of a thunderstorm with torrential rain and hail, brilliant flashes of lightning, and booming claps of thunder. Creatures in the area are drenched by the rain, pummeled by the icy hailstones, threatened by bolts of lightning, and deafened by the thunder. Creatures in the area suffer 2d6 bludgeoning and 2d6 cold damage from the hail stones, 3d6 electricity damage from the lightning, 3d6 damage from the penetrating thunder, and are deafened for 2d4 rounds from the thunder.

Creatures in the area succeeding on a Fortitude save take half damage and are not deafened.

If you cast this spell outdoors in mountains terrain or in a mountain's foothills, the cylinder's radius is doubled and the save DC is increased by +2. If you cast this spell during an existing thunderstorm, the damage dice increase from d6s to d8s.

Troll's Bane Aura

School: Transmutation [acid, cold; or, electricity, fire; see text]; **Level:** Alchemist 3, Bloodrager 3, Magus 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S, M (a drop of troll blood)

Range: Personal

Area: 20-ft. radius emanation, centered on you

Duration: 1 round/level

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

An aura of swirling colors surrounds you. When you cast the spell you choose for your aura to either transform electricity damage into fire damage (in which case the aura is red and gold) or cold damage into acid damage (in which case the aura is silver and blue). For the duration, all magical damage of the type indicated is transformed into the other type (if you choose cold, then all magical cold damage is transformed into magical acid damage). The transformation weakens the impact of the damage such that the damage caused is reduced by 20% (a *cone of cold* transformed into acid that normally dealt 40 points of cold damage would deal 32 points of acid damage instead). Only the portion of the magical damage that passes through your aura is affected (the previously-mentioned *cone of cold* would still cause 40 cold damage to anyone within the effect of the cone but outside the effect of your aura). So long as the energy damage has a magical source, it is affected (except see below). For example, a *shocking burst longsword* would produce fire damage instead of electricity damage within the aura.

A creature with resistance or immunity to the original energy type is not protected when it is transformed; a creature with resistance or immunity to the transformed energy type is protected.

Magical energy created by artifacts is unaffected by *troll's bane aura*. If a magical creature produces energy damage that you wish to transform and that creature does not want for the transformation to occur, that creature's damage is not transformed if it has spell resistance and you fail to overcome that spell resistance. A creature unaware that the transformation could occur is not presumed to not want the transformation to occur (of course, it may change its mind shortly thereafter).

If your aura is in cold mountains terrain, the damage is not reduced when it is converted to the new type.

Two-Headed Caster

School: Transmutation; **Level:** Alchemist 6, Magus 6, Sorcerer/Wizard 6, Witch 6

Casting Time: 1 round

Components: V, S, M (a drop of ettin blood)

Range: Personal

Target: You

Duration: 1 round/2 levels

A second head, appearing just like your own, appears on your shoulders (your shoulders widen just a bit). Each head has its own neck and can function independently of the other. Though you now have two heads, they are both you (there are not two personalities as there is with an ettin).

You gain a +4 to your Perception checks but suffer a -4 to any saves you must attempt against gaze attacks.

While you have two heads, you gain one extra standard action each round. Because it is disconcerting having two heads, whenever you cast a spell, you must cast that spell defensively (you must succeed on a concentration check, DC 15 + double the spell's level, or lose the spell). While *two-headed caster* is in effect, you may not cast spells higher than 3rd level.

You must use your extra standard action each round to do something other than cast a spell (you may, for instance, use a standard action to attack, then use a move action to move, then use the extra standard action to make another attack).

Unburiable

School: Abjuration; **Level:** Alchemist 1, Druid 1, Ranger 1, Sorcerer/Wizard 1, Witch 1

Casting Time: 1 standard action

Components: V, S, M (a stone or pebble)

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

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

The creature you touch gains supernatural protection when surrounded by earth, sand or stone. Whenever the target would be subject to an effect such as being submerged in quicksand or trapped in the bury zone of an avalanche, it gains a +4 circumstance bonus on Reflex saves to resist being damaged or otherwise impeded by the effect. In addition, if the target does suffer damage from such an effect, the damage is halved (this includes nonlethal damage). If the touched creature is buried, it gains a +4 to Escape Artist, Strength and Constitution checks for the purposes of protecting or extricating itself from being buried.

This spell offers no protection against being submerged in liquid but it does offer protection against being submerged in fluid-like solids (such as mud, heavy snow and magma).

Unburiable, Mass

School: Abjuration; **Level:** Druid 4, Ranger 3, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a stone or pebble)

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

Targets: 1 creature/level, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

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

This spell functions as *unburiable* except that it affects multiple targets.

Volcano Bomb

School: Conjunction (creation) [fire]; **Level:** Bloodrager 4, Magus 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a bit of extrusive igneous rock)

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

Effect: One lava bomb

Duration: Instantaneous

Saving Throw: Reflex half; **Spell Resistance:** No

A large piece of extremely hot volcanic rock suddenly appears somewhere within range (determined by the GM) and streaks toward the place you designate where it explodes in a 30-ft. radius when it strikes the ground. The inner portions of this volcanic rock contains magma, the outer surface has cooled and keeps the magma within until it bursts. Fragments of superheated rock and magma fill the area causing 1d6 damage/level (maximum 10d6); half of this is fire damage, the other half is bludgeoning damage. Creatures succeeding on a Reflex save take half damage. Creatures in the area under the protection of some cover (including a shield) gain a +2 on this save, and for every 10 feet a creature is from the point of impact it gains another +2 on this save.

If you cast *volcano bomb* within sight of an active volcano, the range is doubled, the save DC is increased by +2, and the damage dice are increased from d6s to d8s.



Volcano Bomb

Wretched Outcast

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

Casting Time: 1 standard action

Components: V, S, M/DF (a nail or tooth of a pugwumpi)

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates; **Spell Resistance:** No

The creature touched gains the unluck aura and others quickly find good reason to keep a safe distance. If the curse is not lifted within 24 hours, the isolation experienced by the target begins to manifest in other ways. Twenty-four hours after the curse has taken effect, and until the curse is removed, the target gains a +4 circumstance bonus on all Stealth checks and a -4 penalty on all Perception checks it attempts when listening. This penalty to Perception checks is removed whenever the target is actively hiding.

Unluck Aura (Su): The target radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, gremlins, gnolls, the target herself or the individual who cast *wretched outcast* on the creature with the aura. Any creature who gains any sort of luck bonus (such as that granted by a *luckstone* or *divine favor*) is immune to the unluck aura.

Wretched outcast can be removed by a successful casting of *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. The individual attempting to remove the curse may very well be affected by the unluck aura.

Whenever the target of *wretched outcast* is in caves, abandoned buildings, or warm hills terrain, the curse also manifests by inducing a sick sense of humor in the target who then becomes prone to telling disturbing jokes. Until the target leaves this terrain, it suffers a -2 penalty on all its Charisma-based checks.

Yak's Tenacity

School: Transmutation; **Level:** Alchemist 4, Bloodrager 4, Druid 3, Magus 4, Ranger 3, Shaman 3, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a yak's hoof)

Range: Personal

Target: You

Duration: 1 hour/level

You gain a +5 competence bonus to Acrobatics checks to maintain your balance and to Climb checks when you are able to use your legs to help you climb. You gain a +4 bonus to Fortitude saves and Constitution checks made to prevent exhaustion, fatigue, or to overcome climate effects (such as altitude sickness).

If you cast *yak's tenacity* in mountains terrain, the duration is 24 hours and all the bonuses are doubled. In addition, you are immune to cold damage caused by exposure

to natural environmental conditions (though you have no protection against magical cold damage).

Yeti Guardians

School: Conjuration (summoning) [see text]; **Level:** Shaman 6, Sorcerer/Wizard 6, Summoner 5, Witch 6

Casting Time: 1 round

Components: V, S, DF

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

Effect: 1d4+1 summoned yetis

Duration: 1 round/level (D)

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

This spell summons 1d4+1 yetis. They appear where you designate and act on your turn. They attack your opponents to the best of their ability. If you can communicate with the yetis, you can direct them not to attack, to attack particular enemies, or to perform other actions.

If you are good, then the yetis you summon also have the celestial creature template and gain an additional +2 sacred bonus on damage rolls against non-good outsiders. In this case, *yeti guardians* has the good descriptor.

If you are evil, then the yetis you summon also have the fiendish creature template and gain an additional +2 profane bonus on damage rolls against non-evil outsiders. In this case, *yeti guardians* has the evil descriptor.

If you are neutral, you may choose to summon the yetis as if you were good or as if you were evil with the associated results regarding template and damage bonus.

If you cast *yeti guardians* while in cold mountains terrain, you summon 1 additional yeti and all the yetis also have the advanced creature template.

Yodel

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

Casting Time: 1 standard action

Components: V, S, F (a horn)

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

Targets: Two creatures/level

Duration: 1 minute/level

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

This spell functions as *message* except as noted here. Rather than whispering your message, you hide it within a yodel. This sound then travels vast distances and can be heard by

anyone in the area making a DC 10 Perception check (though they only hear the wavering pitches of the yodel and not the content of the message). Those whom you've chosen when you cast the spell understand the intended message hidden in the yodel when they hear it. The yodel travels rapidly enough that anyone within range receives the message on the turn when you cast the spell.

Anyone receiving a yodel, on its turn as a move action, can reply to you or anyone else you originally targeted. The reply is also encoded in a yodel and only the intended targets understand the message.

You and the targets can communicate this way until the duration ends.

If you or at least one of the targets of the spell is in hills or mountains terrain then the spell's range and duration are doubled.



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