

Rite Publishing Presents

# 101 Urban Spells



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

by Dave Paul







Presents:

# 101 Urban Spells

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**Dedication:** To Dan Vahovick for his *many* inspirational ideas and especially for his contributions to this volume.

**Special Thanks:** To Bob Vahovick, and Carol and Andrew Paul for their patience with my endless attempts at picking their fertile minds for ideas.

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

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## 101 Urban Spells

### Urban and Other Population Areas

Despite the product's name, not all the spells here are designed specifically for cities. Many of the spells work very well elsewhere, and some are more suited to small towns. There are also many other types of collections of dwellings, from underground mountain dwarven kingdoms to the deep forest abodes of elves to bustling keeps and castles; some of these spells are geared toward such regions. Near such areas, one may find sewers, graveyards, farms and other such distinctive features of settled areas. Some of the spells in this product are aimed here as well.

### Size and Settlement Modifiers

In the *GameMastery Guide* you'll find rules on statistics for settlements. One of these, what will be referred to throughout this document as the settlement's size modifier. Here is the most basic summary of those modifiers.

Size	Modifier
Thorp	-4
Hamlet	-2
Village	-1
Small town	0
Large town	0
Small city	+1
Large city	+2
Metropolis	+4

Some of the spells in this supplement use this size modifier to adjust a spell's effect or save DC. In some cases, a spell is less effective in a large city than in a small town; in cases like this, the size modifier might be added to the save of anyone affected by a spell. In some cases, a spell is more effective in a metropolis than a hamlet; in such cases, the size modifier might be added to the DC of the spell. In every case, if a size modifier is to play a part in a spell's effectiveness, it will be noted in the spell's description.

In addition to the differences in effect or effectiveness that might result from a settlement's size, there are other features of a settlement that could have an impact on a spell. There are six modifiers described in the *GameMastery Guide*: corruption, crime, economy, law, lore and society (see the *Pathfinder Roleplaying Game GameMastery Guide* for descriptions of each of these). Some spells may be considerably more effective in a settlement that has a high crime rating, for instance, and that settlement's crime modifier (or some portion of it) could be added to that spell's save DC or otherwise impact the effectiveness of the spell. In every such case, if a settlement modifier is to play a part in a spell's effect or effectiveness, it will be noted in the spell's description.

### Caster Types

Many of the spells in this supplement have been designed to be particularly useful for uncommon casters such as arcane tricksters or multiclassed casters. In some of those cases the spells will be less useful to traditional casters.





# Spell Lists

## Alchemist Formulae

### 1st-Level Alchemist Formulae

**Astute Appraiser:** Gain +4 insight bonus to Appraise checks for 10 minutes per level.

**Unarmed:** Alter the appearance of your weapons.

### 2nd-Level Alchemist Formulae

**Roof Runner:** Gain +4 competence bonus to some Acrobatics, Climb and Perception checks.

**Sewer Rat:** Gain +4 competence bonus to Climb, Stealth and Swim checks.

### 3rd-Level Alchemist Formulae

**All the Best Deals:** You find great deals on magic items.

**Blasphemous Aura:** It is difficult for others to cast divine spells or channeling energy near you.

**Into the Sewers:** Recipient gains a +2 resistance bonus on saves against poison and disease, and a +4 resistance bonus against saves to avoid or overcome the sickened and nauseated conditions.

**Nondescript:** You appear utterly unremarkable for hours; others fail to remember encountering you.

**Tiefling's Resistance:** You gain resist cold 5, resist electricity 5 and resist fire 5.

### 4th-Level Alchemist Formulae

**Quasit Escape:** Limited shapechanging ability and multiple resistances.

### 5th-Level Alchemist Formulae

**Blasphemous Aura, Greater:** You produce a very powerful *blasphemous aura*.

## Antipaladin Spells

### 1st-Level Antipaladin Spells

**Unarmed:** Alter the appearance of your weapons.

### 2nd-Level Antipaladin Spells

**Punishing Incompetence:** Target is rendered less competent in skills and combat.

### 4th-Level Antipaladin Spells

**Feed on Crowd's Fear:** You gain Charisma and the ability to use *suggestion* on those ruled by fear.

## Bard Spells

### 0-Level Bard Spells

**Boot Pebble:** Create an annoying pebble in someone's boot.

**Citedie's Memory:** Creature briefly cannot recall some fact; Knowledge checks briefly become more difficult.

**Dry Clothes:** You and your clothes remain dry despite rain or being sprayed by water.

**False Footsteps:** Produce the auditory illusion of footsteps.

### 1st-Level Bard Spells

**Astute Appraiser:** Gain +4 insight bonus to Appraise checks for 10 minutes per level.

**Column of Smoke:** 10-ft.-radius column of smoke 20 ft. high persists for 6 rounds unless dispersed by wind.

**Create Portrait:** You use magic to produce a portrait.

**Loose Lips:** Affected creatures become prone to gossip; you may attempt multiple Diplomacy checks to gather information.

**Misdirecting Eddies:** Mist produces eddies that give false information about your movement.

**Prepare Magic Mirror:** Create a magic mirror for use with other spells requiring a mirror as a focus.

**Shadow Tailor:** Magically attractive attire grants +2 morale bonus on Bluff and Diplomacy checks.

**Unarmed:** Alter the appearance of your weapons.

**Weasel Your Way Out:** Summons a team of 4 weasels that carry out tasks for you.

### 2nd-Level Bard Spells

**All the Best Deals:** You find great deals on magic items.

**Bargain Hunter:** You negotiate a great price from a merchant.

**Friend of the Stray:** Animals are curious about you; you may request them to Come or Stay.

**Grimple Guts:** Target is nauseated and vomits in 1d4 rounds, potential nauseating others.

**Into the City:** +2 on Diplomacy, Perception and Sense Motive checks, and on saves v. enchantments and illusions.

**Land on Your Feet:** Gain 10-foot bonus to speed and +4 to Acrobatics checks to jump.

**Magel Pilfering:** Like *mage hand* but with the ability to pilfer objects from others.

**No Exits:** The room you're in appears to have no exits.

**Official Papers:** Produce official-looking documents.

**Penalty for Theft:** Target believes its hand has been severed.

**Protect House from Faeries:** A residence's entrances are protected from unwanted entrance by fey.

**Roof Runner:** Gain +4 competence bonus to some Acrobatics, Climb and Perception checks.

**Sewer Rat:** Gain +4 competence bonus to Climb, Stealth and Swim checks.

### 3rd-Level Bard Spells

**Backdoor:** Create a temporary doorway and door in a wall.

**Blasphemous Aura:** It is difficult for others to cast divine spells or channeling energy near you.

**City Map:** You create a crude but useful map of your current city.

**Dog Call:** Encourages dogs to seek you out and treat you as a friend.

**Enthralling Mirror:** Creatures gazing upon a mirror are fascinated by their own reflection for 5 rounds.

**Fortify Dwelling:** Increase a building's hardness and hit points, and grant it resistance to energy damage.

**Griffonage Revelation:** Gain divinatory insight by reading the hidden messages in others' writing.

**Nondescript:** You appear utterly unremarkable for hours; others fail to remember encountering you.

**Quick Escape:** As an immediate action taken only while exiting a building, you instead appear in a random space.

**Scents of Home:** Gain +4 insight bonus on any Knowledge check when you perceive odors.

**Scry via Mirror, Lesser:** Observe others by looking into your mirror and out of another mirror.

**Stunning Silence:** Deafen and stun creatures in a 20-ft. radius spread.

**Sweet Talk the City Guards:** As *charm person*, but all within 30 ft.

**Travel via Crowd:** Teleport across a crowd.

**Unflankable:** Create several bundles of force, each occupying one 5-foot square.

**Verbosity Marks Deception:** Target becomes long-winded whenever it attempts to deceive.

**Wrecking Crew:** You summon a mob of vexgits to dismantle a device or cause disruption.

#### 4th-Level Bard Spells

**Apotropaic Eye:** An eye painted on a mirror protects the mirror from being used by other spells including scrying.

**Blessing of the Sly:** Recipient gains +2 to Bluff, Disguise, Escape Artist and Stealth checks.

**Fortune Teller's Curse:** Subject gains uncanny insight into others' futures and can aid them but doing so reveals dark secrets about their pasts and burdens the subject terribly.

**Defend the Homeland:** Allies roll a d20 and a d12 whenever a d20 is called for, increasing their odds of success.

**Faerie Door:** Entice a fey creature to enter your residence and work for you.

**Into the City, Mass:** As *into the city* but for multiple subjects.

**Jinkin Mob:** You summon a mob of jinkins to wreak havoc.

**Mend Arms and Armor:** As a very fast *mending*, but only arms and armor and affecting multiple items at once.

**Mob Attack:** Creates a phantasmal mob which frightens or panics those affected.

**Muddling Team:** You and several allies gain a confusion aura and the ability to enlarge that aura.

**Navigationally Challenged:** Touched creature finds getting around to be a challenge.

**Reduce Ambient Light:** Reduce light in a very large area.

**Scroll Adept:** You can cast spells from any magic scroll as though those spells were on your spell list.

**Versatile Item User:** Use spell trigger or spell completion items as though the spells were on your spell list.

#### 5th-Level Bard Spells

**Blasphemous Aura, Greater:** You produce a very powerful *blasphemous aura*.

**I Have Become Sound:** You become your disembodied voice and all your attacks cause sonic damage.

**Nondescript, Mass:** As *nondescript* but affecting multiple creatures.

**Nuglub Mob:** You summon a mob of nuglubs to attack an opponent or set traps to an opponent's domicile.

**Restlessness:** Target must move at least 100 feet every minute it is awake or be debilitated by fatigue and exhaustion.

**Scry via Mirror:** Observe others by looking into your mirror and out of another mirror, you can see as with low-light vision and darkvision.

**Who's There?:** Gain the ability to speak with doors.

#### 6th-Level Bard Spells

**Possession via Mirror:** Possess another creature using a magic mirror.

**Scry Via Mirror, Greater:** Observe others by looking into your mirror and out of another mirror, you can see as with low-light vision and darkvision; you can use many detection spells through the mirror.

**Wake the Dead:** Scream so loud that it literally wakes the dead.

**Wrest Enchantment:** Take control of an enchanted target.

#### Bloodrager Spells

##### 1st-Level Bloodrager Spells

**Column of Smoke:** 10-ft.-radius column of smoke 20 ft. high persists for 6 rounds unless dispersed by wind.

##### 2nd-Level Bloodrager Spells

**Land on Your Feet:** Gain 10-foot bonus to speed and +4 to Acrobatics checks to jump.

**Roof Runner:** Gain +4 competence bonus to some Acrobatics, Climb and Perception checks.

**Sewer Rat:** Gain +4 competence bonus to Climb, Stealth and Swim checks.

##### 3rd-Level Bloodrager Spells

**Blasphemous Aura:** It is difficult for others to cast divine spells or channeling energy near you.

**Tiefling's Resistance:** You gain resist cold 5, resist electricity 5 and resist fire 5.

**Unflankable:** Create several bundles of force, each occupying one 5-foot square.

##### 4th-Level Bloodrager Spells

**Collapse Roof:** A roof collapses and debris falls on creatures and objects below.

**Disperse Crowd:** Cone of air and force buffets, staggers and pushes those in its area.

**Stunning Silence:** Deafen and stun creatures in a 20-ft. radius spread.



**Versatile Item User:** Use spell trigger or spell completion items as though the spells were on your spell list.

## Cleric/Oracle Spells

### 0-Level Cleric/Oracle Spells

**Citedie's Memory:** Creature briefly cannot recall some fact; Knowledge checks briefly become more difficult.

**Dry Clothes:** You and your clothes remain dry despite rain or being sprayed by water.

### 1st-Level Cleric/Oracle Spells

**Prepare Magic Mirror:** Create a magic mirror for use with other spells requiring a mirror as a focus.

### 2nd-Level Cleric/Oracle Spells

**Ameliorate Disease:** Remove one disease with a touch.  
**Counteract Poison:** Render one poison harmless with a touch.

**Into the City:** +2 on Diplomacy, Perception and Sense Motive checks, and on saves v. enchantments and illusions.

**Protect House from Faeries:** A residence's entrances are protected from unwanted entrance by fey.

**Punishing Incompetence:** Target is rendered less competent in skills and combat.

### 3rd-Level Cleric/Oracle Spells

**Into the Sewers:** Recipient gains a +2 resistance bonus on saves against poison and disease, and a +4 resistance bonus against saves to avoid or overcome the sickened and nauseated conditions.

**Invisibility Curse:** Subject cannot see or hear its allies whenever it becomes invisible.

**Scents of Home:** Gain +4 insight bonus on any Knowledge check when you perceive odors.

**Verbosity Marks Deception:** Target becomes long-winded whenever it attempts to deceive.

### 4th-Level Cleric/Oracle Spells

**Apotropaic Eye:** An eye painted on a mirror protects the mirror from being used by other spells including scrying.

**Alight upon Holy Terrace:** Teleports you to a nearby church or temple.

**Compelled Mercifulness:** Target is compelled to make nonlethal attacks within a settlement except against evil creatures.

**Disperse Crowd:** Cone of air and force buffets, staggers and pushes those in its area.

**Fortify Dwelling:** Increase a building's hardness and hit points, and grant it resistance to energy damage.

**Fortune Teller's Curse:** Subject gains uncanny insight into others' futures and can aid them but doing so reveals dark secrets about their pasts and burdens the subject terribly.

**Griffonage Revelation:** Gain divinatory insight by reading the hidden messages in others' writing.

**Into the City, Mass:** As *into the city* but for multiple subjects.

**Mend Arms and Armor:** As a very fast *mending*, but only arms and armor and affecting multiple items at once.

**Moonwatch:** You protect a site or your residence from intrusion by lycanthropes.

**Navigationally Challenged:** Touched creature finds getting around to be a challenge.

**Reduce Ambient Light:** Reduce light in a very large area.

**Scry via Mirror, Lesser:** Observe others by looking into your mirror and out of another mirror.

**Wererat Curse:** Target is transformed to appear to be a wererat (but is not in fact a lycanthrope).

### 5th-Level Cleric/Oracle Spells

**Defend the Homeland:** Allies roll a d20 and a d12 whenever a d20 is called for, increasing their odds of success.

**Feed on Crowd's Fear:** You gain Charisma and the ability to use *suggestion* on those ruled by fear.

**Into the Sewers, Mass:** As *into the sewers* but affecting multiple creatures.

**Scroll Adept:** You can cast spells from any magic scroll as though those spells were on your spell list.

**Unholy Projection:** You project an incorporeal spirit body that has half your hit points and delivers a touch attack that causes 1d4 Constitution damage on a hit.

### 6th-Level Cleric/Oracle Spells

**Scry via Mirror:** Observe others by looking into your mirror and out of another mirror, you can see as with low-light vision and darkvision.

**Transfer Possessor:** A possessing being is forced out of the entity it inhabits and into another.

### 7th-Level Cleric/Oracle Spells

**Army of Filth:** Conjure several filth fiends from piles of garbage in range.

**Awaken Object:** Give sentience to a constructed object.

### 8th-Level Cleric/Oracle Spells

**Scry Via Mirror, Greater:** Observe others by looking into your mirror and out of another mirror, you can see as with low-light vision and darkvision; you can use many detection spells through the mirror.

## Druid Spells

### 0-Level Druid Spells

**Stone's Throw:** A pebble flies from a stone or wall at a target of your choice and causes 1 point of damage.

### 1st-Level Druid Spells

**Friend of the Stray:** Animals are curious about you; you may request them to Come or Stay.

## 2nd-Level Druid Spells

**Ameliorate Disease:** Remove one disease with a touch.  
**Counteract Poison:** Render one poison harmless with a touch.

**Dog Call:** Encourages dogs to seek you out and treat you as a friend.

**Into the City:** +2 on Diplomacy, Perception and Sense Motive checks, and on saves v. enchantments and illusions.

**Sewer Rat:** Gain +4 competence bonus to Climb, Stealth and Swim checks.

**Shield of Flies:** You summon a swarm of flies which provides you concealment.

**Thorny Protection:** A window or door is covered by protective, thorny ivy.

**Urban Elusion:** Wilderness area class features continue to work in non-wilderness areas.

## 3rd-Level Druid Spells

**Death by Roaches:** Summons 1d3+1 swarms of cockroaches.

**Into the Sewers:** Recipient gains a +2 resistance bonus on saves against poison and disease, and a +4 resistance bonus against saves to avoid or overcome the sickened and nauseated conditions.

**Nest of Rats:** You and your allies transform into rats.

**Scents of Home:** Gain +4 insight bonus on any Knowledge check when you perceive odors.

## 4th-Level Druid Spells

**Into the City, Mass:** As *into the city* but for multiple subjects.

**Moonwatch:** You protect a site or your residence from intrusion by lycanthropes.

## 5th-Level Druid Spells

**Into the Sewers, Mass:** As *into the sewers* but affecting multiple creatures.

## Inquisitor Spells

### 0-Level Inquisitor Spells

**Boot Pebble:** Create an annoying pebble in someone's boot.

**Citedie's Memory:** Creature briefly cannot recall some fact; Knowledge checks briefly become more difficult.

### 1st-Level Inquisitor Spells

**Loose Lips:** Affected creatures become prone to gossip; you may attempt multiple Diplomacy checks to gather information.

**Prepare Magic Mirror:** Create a magic mirror for use with other spells requiring a mirror as a focus.

**Unarmed:** Alter the appearance of your weapons.

**Unlock:** You unlock exactly one lock.



*Nest of Rats*

## 2nd-Level Inquisitor Spells

**Ameliorate Disease:** Remove one disease with a touch.  
**Counteract Poison:** Render one poison harmless with a touch.

**Into the City:** +2 on Diplomacy, Perception and Sense Motive checks, and on saves v. enchantments and illusions.

**Penalty for Theft:** Target believes its hand has been severed.

**Punishing Incompetence:** Target is rendered less competent in skills and combat.

**Roof Runner:** Gain +4 competence bonus to some Acrobatics, Climb and Perception checks.

## 3rd-Level Inquisitor Spells

**City Map:** You create a crude but useful map of your current city.

**Into the Sewers:** Recipient gains a +2 resistance bonus on saves against poison and disease, and a +4 resistance bonus against saves to avoid or overcome the sickened and nauseated conditions.

**Nondescript:** You appear utterly unremarkable for hours; others fail to remember encountering you.

**Scents of Home:** Gain +4 insight bonus on any Knowledge check when you perceive odors.

**Verbosity Marks Deception:** Target becomes long-winded whenever it attempts to deceive.

## 4th-Level Inquisitor Spells

**Apotropaic Eye:** An eye painted on a mirror protects the mirror from being used by other spells including scrying.

**Blessing of the Sly:** Recipient gains +2 to Bluff, Disguise, Escape Artist and Stealth checks.



**Compelled Mercyfulness:** Target is compelled to make nonlethal attacks within a settlement except against evil creatures.

**Griffonage Revelation:** Gain divinatory insight by reading the hidden messages in others' writing.

**Into the City, Mass:** As *into the city* but for multiple subjects.

**Moonwatch:** You protect a site or your residence from intrusion by lycanthropes.

**Navigationally Challenged:** Touched creature finds getting around to be a challenge.

**Reduce Ambient Light:** Reduce light in a very large area.

### 5th-Level Inquisitor Spells

**Into the Sewers, Mass:** As *into the sewers* but affecting multiple creatures.

**Knock, Mass:** You unlock several doors, boxes or chests at once.

**Who's There?:** Gain the ability to speak with doors.

## Magus Spells

### 0-Level Magus Spells

**Boot Pebble:** Create an annoying pebble in someone's boot.

**Citedie's Memory:** Creature briefly cannot recall some fact; Knowledge checks briefly become more difficult.

**False Footsteps:** Produce the auditory illusion of footsteps.

**Stone's Throw:** A pebble flies from a stone or wall at a target of your choice and causes 1 point of damage.

### 1st-Level Magus Spells

**Column of Smoke:** 10-ft.-radius column of smoke 20 ft. high persists for 6 rounds unless dispersed by wind.

**Unarmed:** Alter the appearance of your weapons.

### 2nd-Level Magus Spells

**Land on Your Feet:** Gain 10-foot bonus to speed and +4 to Acrobatics checks to jump.

**Mage Pilfering:** Like *mage hand* but with the ability to pilfer objects from others.

**No Exits:** The room you're in appears to have no exits.

**Roof Runner:** Gain +4 competence bonus to some Acrobatics, Climb and Perception checks.

**Sewer Rat:** Gain +4 competence bonus to Climb, Stealth and Swim checks.

### 3rd-Level Magus Spells

**Blasphemous Aura:** It is difficult for others to cast divine spells or channeling energy near you.

**Nondescript:** You appear utterly unremarkable for hours; others fail to remember encountering you.

**Quick Escape:** As an immediate action taken only while exiting a building, you instead appear in a random space.

**Travel via Crowd:** Teleport across a crowd.

**Unflankable:** Create several bundles of force, each occupying one 5-foot square.

### 4th-Level Magus Spells

**Collapse Roof:** A roof collapses and debris falls on creatures and objects below.

**Disperse Crowd:** Cone of air and force buffets, staggers and pushes those in its area.

**Mend Arms and Armor:** As a very fast *mending*, but only arms and armor and affecting multiple items at once.

**Mob Attack:** Creates a phantasmal mob which frightens or panics those affected.

**Quasit Escape:** Limited shapechanging ability and multiple resistances.

**Reduce Ambient Light:** Reduce light in a very large area.

**Stunning Silence:** Deafen and stun creatures in a 20-ft. radius spread.

**Versatile Item User:** Use spell trigger or spell completion items as though the spells were on your spell list.

### 5th-Level Magus Spells

**Blasphemous Aura, Greater:** You produce a very powerful *blasphemous aura*.

## Paladin Spells

### 2nd-Level Paladin Spells

**Counteract Poison:** Render one poison harmless with a touch.

### 3rd-Level Paladin Spells

**Compelled Mercyfulness:** Target is compelled to make nonlethal attacks within a settlement except against evil creatures.

**Disperse Crowd:** Cone of air and force buffets, staggers and pushes those in its area.

**Mend Arms and Armor:** As a very fast *mending*, but only arms and armor and affecting multiple items at once.

### 4th-Level Paladin Spells

**Defend the Homeland:** Allies roll a d20 and a d12 whenever a d20 is called for, increasing their odds of success.

**Moonwatch:** You protect a site or your residence from intrusion by lycanthropes.

## Ranger Spells

### 1st-Level Ranger Spells

**Friend of the Stray:** Animals are curious about you; you may request them to Come or Stay.

**Land on Your Feet:** Gain 10-foot bonus to speed and +4 to Acrobatics checks to jump.



**Sewer Rat:** Gain +4 competence bonus to Climb, Stealth and Swim checks.

**Unarmed:** Alter the appearance of your weapons.

**Urban Elusion:** Wilderness area class features continue to work in non-wilderness areas.

## 2nd-Level Ranger Spells

**Ameliorate Disease:** Remove one disease with a touch.  
**Dog Call:** Encourages dogs to seek you out and treat you as a friend.

**Into the City:** +2 on Diplomacy, Perception and Sense Motive checks, and on saves v. enchantments and illusions.

**Into the Sewers:** Recipient gains a +2 resistance bonus on saves against poison and disease, and a +4 resistance bonus against saves to avoid or overcome the sickened and nauseated conditions.

**Nondescript:** You appear utterly unremarkable for hours; others fail to remember encountering you.

**Roof Runner:** Gain +4 competence bonus to some Acrobatics, Climb and Perception checks.

**Scents of Home:** Gain +4 insight bonus on any Knowledge check when you perceive odors.

**Thorny Protection:** A window or door is covered by protective, thorny ivy.

## 4th-Level Ranger Spells

**Blessing of the Sly:** Recipient gains +2 to Bluff, Disguise, Escape Artist and Stealth checks.

**Into the City, Mass:** As *into the city* but for multiple subjects.

**Into the Sewers, Mass:** As *into the sewers* but affecting multiple creatures.

**Moonwatch:** You protect a site or your residence from intrusion by lycanthropes.

## Shaman Spells

### 0-Level Shaman Spells

**Dry Clothes:** You and your clothes remain dry despite rain or being sprayed by water.

### 2nd-Level Shaman Spells

**Counteract Poison:** Render one poison harmless with a touch.

**Dog Call:** Encourages dogs to seek you out and treat you as a friend.

**Into the City:** +2 on Diplomacy, Perception and Sense Motive checks, and on saves v. enchantments and illusions.

**Sewer Rat:** Gain +4 competence bonus to Climb, Stealth and Swim checks.

**Shield of Flies:** You summon a swarm of flies which provides you concealment.

### 3rd-Level Shaman Spells

**Death by Roaches:** Summons 1d3+1 swarms of cockroaches.

**Humanoid Vulnerability:** Non-humanoid target is treated as a humanoid for purposes of determining whether it can be a target for mind-affecting spells.

**Into the Sewers:** Recipient gains a +2 resistance bonus on saves against poison and disease, and a +4 resistance bonus against saves to avoid or overcome the sickened and nauseated conditions.

**Nest of Rats:** You and your allies transform into rats.

**Scents of Home:** Gain +4 insight bonus on any Knowledge check when you perceive odors.

## 4th-Level Shaman Spells

**Acrophobia:** Instill a permanent fear of heights in someone.

**Into the City, Mass:** As *into the city* but for multiple subjects.

**Moonwatch:** You protect a site or your residence from intrusion by lycanthropes.

**Wererat Curse:** Target is transformed to appear to be a wererat (but is not in fact a lycanthrope).

## 5th-Level Shaman Spells

**Into the Sewers, Mass:** As *into the sewers* but affecting multiple creatures.

## 7th-Level Shaman Spells

**Wrest Enchantment:** Take control of an enchanted target.

## Sorcerer/Wizard Spells

### 0-Level Sorcerer/Wizard Spells

#### Conjuration

**Boot Pebble:** Create an annoying pebble in someone's boot.

#### Enchantment

**Citedie's Memory:** Creature briefly cannot recall some fact; Knowledge checks briefly become more difficult.

#### Illusion

**False Footsteps:** Produce the auditory illusion of footsteps.

#### Transmutation

**Dry Clothes:** You and your clothes remain dry despite rain or being sprayed by water.

**Stone's Throw:** A pebble flies from a stone or wall at a target of your choice and causes 1 point of damage.

### 1st-Level Sorcerer/Wizard Spells

#### Conjuration

**Column of Smoke:** 10-ft.-radius column of smoke 20 ft. high persists for 6 rounds unless dispersed by wind.

**Weasel Your Way Out:** Summons a team of 4 weasels that carry out tasks for you.

### *Divination*

**Astute Appraiser:** Gain +4 insight bonus to Appraise checks for 10 minutes per level.

### *Enchantment*

**Loose Lips:** Affected creatures become prone to gossip; you may attempt multiple Diplomacy checks to gather information.

### *Illusion*

**Misdirecting Eddies:** Mist produces eddies that give false information about your movement.

**Shadow Tailor:** Magically attractive attire grants +2 morale bonus on Bluff and Diplomacy checks.

**Unarmed:** Alter the appearance of your weapons.

### *Transmutation*

**Create Portrait:** You use magic to produce a portrait.

**Prepare Magic Mirror:** Create a magic mirror for use with other spells requiring a mirror as a focus.

**Unlock:** You unlock exactly one lock.

## 2nd-Level Sorcerer/Wizard Spells

### *Abjuration*

**Protect House from Faeries:** A residence's entrances are protected from unwanted entrance by fey.

### *Conjuration*

**Shield of Flies:** You summon a swarm of flies which provides you concealment.

### *Enchantment*

**Friend of the Stray:** Animals are curious about you; you may request them to Come or Stay.

### *Illusion*

**No Exits:** The room you're in appears to have no exits.

**Penalty for Theft:** Target believes its hand has been severed.

### *Necromancy*

**Grimple Guts:** Target is nauseated and vomits in 1d4 rounds, potential nauseating others.

### *Transmutation*

**Land on Your Feet:** Gain 10-foot bonus to speed and +4 to Acrobatics checks to jump.

**Mage Pilfering:** Like *mage hand* but with the ability to pilfer objects from others.

**Official Papers:** Produce official-looking documents.

**Roof Runner:** Gain +4 competence bonus to some Acrobatics, Climb and Perception checks.

**Sewer Rat:** Gain +4 competence bonus to Climb, Stealth and Swim checks.

## 3rd-Level Sorcerer/Wizard Spells

### *Abjuration*

**Tiefling's Resistance:** You gain resist cold 5, resist electricity 5 and resist fire 5.

### *Conjuration*

**Quick Escape:** As an immediate action taken only while exiting a building, you instead appear in a random space.

**Travel via Crowd:** Teleport across a crowd.

**Unflankable:** Create several bundles of force, each occupying one 5-foot square.

**Wrecking Crew:** You summon a mob of vexgits to dismantle a device or cause disruption.

### *Divination*

**All the Best Deals:** You find great deals on magic items.

**City Map:** You create a crude but useful map of your current city.

**Scents of Home:** Gain +4 insight bonus on any Knowledge check when you perceive odors.

**Scry via Mirror, Lesser:** Observe others by looking into your mirror and out of another mirror.

### *Enchantment*

**Bargain Hunter:** You negotiate a great price from a merchant.

**Dog Call:** Encourages dogs to seek you out and treat you as a friend.

**Enthralling Mirror:** Creatures gazing upon a mirror are fascinated by their own reflection for 5 rounds.

**Sweet Talk the City Guards:** As *charm person*, but all within 30 ft.

**Verbosity Marks Deception:** Target becomes long-winded whenever it attempts to deceive.

### *Illusion*

**Nondescript:** You appear utterly unremarkable for hours; others fail to remember encountering you.

### *Necromancy*

**Invisibility Curse:** Subject cannot see or hear its allies whenever it becomes invisible.

### *Transmutation*

**Backdoor:** Create a temporary doorway and door in a wall.

**Blasphemous Aura:** It is difficult for others to cast divine spells or channeling energy near you.

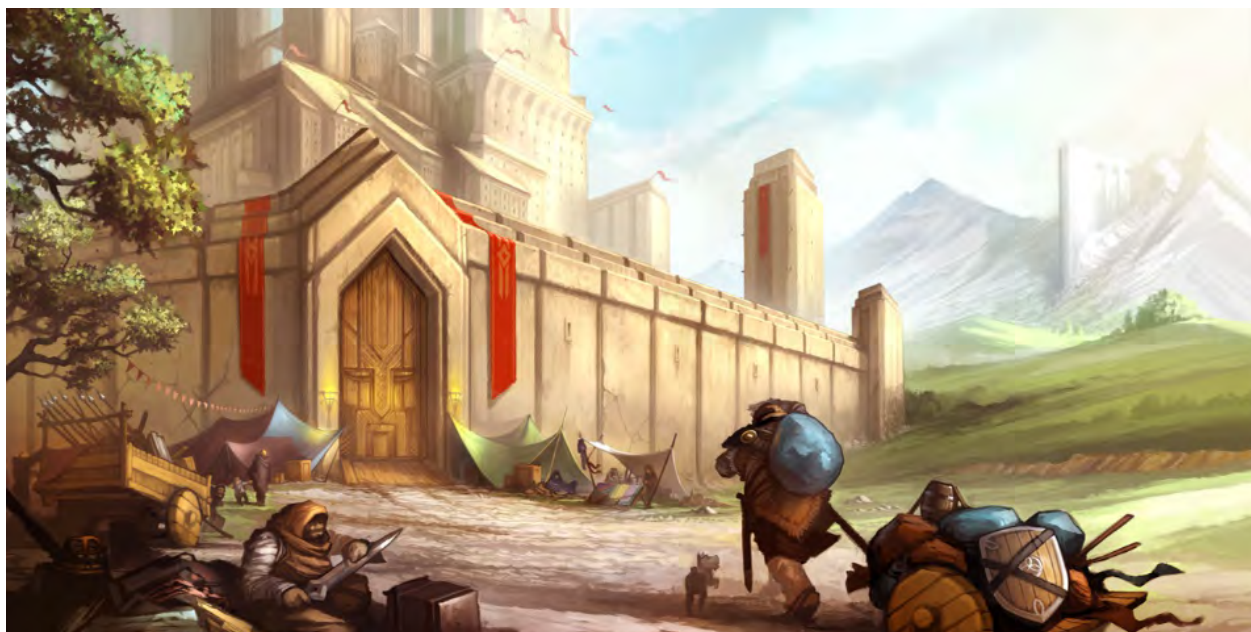
**Humanoid Vulnerability:** Non-humanoid target is treated as a humanoid for purposes of determining whether it can be a target for mind-affecting spells.

## 4th-Level Sorcerer/Wizard Spells

### *Abjuration*

**Apotropaic Eye:** An eye painted on a mirror protects the mirror from being used by other spells including scrying.





### *Fortify Dwelling*

**Moonwatch:** You protect a site or your residence from intrusion by lycanthropes.

**Plunder Proof:** Your residence is securely locked for 8 hours/level.

#### *Conjuration*

**Conjure Filth Fiend:** Creates an animated construct from garbage.

**Jinkin Mob:** You summon a mob of jinkins to wreak havoc.

#### *Divination*

**Griffonage Revelation:** Gain divinatory insight by reading the hidden messages in others' writing.

#### *Enchantment*

**Acrophobia:** Instill a permanent fear of heights in someone.

**Faerie Door:** Entice a fey creature to enter your residence and work for you.

**Muddling Team:** You and several allies gain a confusion aura and the ability to enlarge that aura.

#### *Evocation*

**Collapse Roof:** A roof collapses and debris falls on creatures and objects below.

**Disperse Crowd:** Cone of air and force buffets, staggers and pushes those in its area.

**Reduce Ambient Light:** Reduce light in a very large area.

**Stunning Silence:** Deafen and stun creatures in a 20-ft. radius spread.

#### *Illusion*

**Mob Attack:** Creates a phantasmal mob which frightens or panics those affected.

**Navigationally Challenged:** Touched creature finds getting around to be a challenge.

#### *Necromancy*

**Transfuse Impurity to Undead:** One disease or poison is transferred from a living creature to an undead creature.

#### *Transmutation*

**Dismantle Wall:** Parts of a wall disassemble themselves leaving a hole and a pile of materials.

**Fortify Dwelling:** Increase a building's hardness and hit points, and grant it resistance to energy damage.

**Mend Arms and Armor:** As a very fast *mending*, but only arms and armor and affecting multiple items at once.

**Nest of Rats:** You and your allies transform into rats.

**Quasit Escape:** Limited shapechanging ability and multiple resistances.

**Versatile Item User:** Use spell trigger or spell completion items as though the spells were on your spell list.

**Wererat Curse:** Target is transformed to appear to be a wererat (but is not in fact a lycanthrope).

### *5th-Level Sorcerer/Wizard Spells*

#### *Conjuration*

**Nuglub Mob:** You summon a mob of nugalubs to attack an opponent or set traps to an opponent's domicile.

### *Divination*

**Mirror Revelation:** A mirror replays the images it recently reflected.

**Scry via Mirror:** Observe others by looking into your mirror and out of another mirror, you can see as with low-light vision and darkvision.

**Telepathic Guards:** Several city guards gain a limited *telepathic bond* via an earring focus.

**Who's There?:** Gain the ability to speak with doors.

### *Enchantment*

**Fortune Teller's Curse:** Subject gains uncanny insight into others' futures and can aid them but doing so reveals dark secrets about their pasts and burdens the subject terribly.

**Persistently Unconvinced:** Target becomes convinced that real threats are actually illusions.

### *Illusion*

**Nondescript, Mass:** As *nondescript* but affecting multiple creatures.

### *Necromancy*

**Feed on Crowd's Fear:** You gain Charisma and the ability to use *suggestion* on those ruled by fear.

**Restlessness:** Target must move at least 100 feet every minute it is awake or be debilitated by fatigue and exhaustion.

**Unholy Projection:** You project an incorporeal spirit body that has half your hit points and delivers a touch attack that causes 1d4 Constitution damage on a hit.

### *Transmutation*

**Blasphemous Aura, Greater:** You produce a very powerful *blasphemous aura*.

**I Have Become Sound:** You become your disembodied voice and all your attacks cause sonic damage.

**Scroll Adept:** You can cast spells from any magic scroll as though those spells were on your spell list.

## 6th-Level Sorcerer/Wizard Spells

### *Necromancy*

**Possession via Mirror:** Possess another creature using a magic mirror.

**Royal Naga Soul:** You gain a bonus to Charisma, several spell-like abilities and two gaze attacks.

### *Transmutation*

**Knock, Mass:** You unlock several doors, boxes or chests at once.

## 7th-Level Sorcerer/Wizard Spells

### *Conjuration*

**Army of Filth:** Conjure several filth fiends from piles of garbage in range.

### *Divination*

**Scry Via Mirror, Greater:** Observe others by looking into your mirror and out of another mirror, you can see as with low-light vision and darkvision; you can use many detection spells through the mirror.

### *Enchantment*

**Seize Fiendish Familiar:** You cause a spellcaster with a fiendish familiar to release that familiar, after which you control that familiar.

**Wrest Enchantment:** Take control of an enchanted target.

### *Necromancy*

**Transfer Possessor:** A possessing being is forced out of the entity it inhabits and into another.

### *Transmutation*

**Awaken Object:** Give sentience to a constructed object.

**Magic Shop, Greater:** Create a magic shop providing you with sufficient materials for scribing scrolls, brewing potions, and containing material components for spells.

**Mirror Travel:** A temporary gateway through the Shadow Plane allows you to travel quickly between two mirrors.

## 8th-Level Sorcerer/Wizard Spells

### *Illusion*

**Can't Leave Town:** A settlement cannot be exited.

### *Necromancy*

**Wake the Dead:** Scream so loud that it literally wakes the dead.

## Summoner Spells

### 1st-Level Summoner Spells

**Prepare Magic Mirror:** Create a magic mirror for use with other spells requiring a mirror as a focus.

**Weasel Your Way Out:** Summons a team of 4 weasels that carry out tasks for you.

### 2nd-Level Summoner Spells

**Death by Roaches:** Summons 1d3+1 swarms of cockroaches.

**Shield of Flies:** You summon a swarm of flies which provides you concealment.

**Wrecking Crew:** You summon a mob of vexgits to dismantle a device or cause disruption.

### 3rd-Level Summoner Spells

**Conjure Filth Fiend:** Creates an animated construct from garbage.

**Jinkin Mob:** You summon a mob of jinkins to wreak havoc.



### 4th-Level Summoner Spells

**Nuglub Mob:** You summon a mob of nugalubs to attack an opponent or set traps to an opponent's domicile.

### 5th-Level Summoner Spells

**Possession via Mirror:** Possess another creature using a magic mirror.

### 6th-Level Summoner Spells

**Army of Filth:** Conjure several filth fiends from piles of garbage in range.

**Can't Leave Town:** A settlement cannot be exited.

## Witch Spells

### 0-Level Witch Spells

**Boot Pebble:** Create an annoying pebble in someone's boot.

**Citedie's Memory:** Creature briefly cannot recall some fact; Knowledge checks briefly become more difficult.

**Dry Clothes:** You and your clothes remain dry despite rain or being sprayed by water.

### 1st-Level Witch Spells

**Column of Smoke:** 10-ft.-radius column of smoke 20 ft. high persists for 6 rounds unless dispersed by wind.

**Prepare Magic Mirror:** Create a magic mirror for use with other spells requiring a mirror as a focus.

**Unarmed:** Alter the appearance of your weapons.

### 2nd-Level Witch Spells

**Ameliorate Disease:** Remove one disease with a touch.

**Counteract Poison:** Render one poison harmless with a touch.

**Friend of the Stray:** Animals are curious about you; you may request them to Come or Stay.

**Grimple Guts:** Target is nauseated and vomits in 1d4 rounds, potential nauseating others.

**Land on Your Feet:** Gain 10-foot bonus to speed and +4 to Acrobatics checks to jump.

**Into the City:** +2 on Diplomacy, Perception and Sense Motive checks, and on saves v. enchantments and illusions.

**Penalty for Theft:** Target believes its hand has been severed.

**Protect House from Faeries:** A residence's entrances are protected from unwanted entrance by fey.

**Sewer Rat:** Gain +4 competence bonus to Climb, Stealth and Swim checks.

**Shield of Flies:** You summon a swarm of flies which provides you concealment.

### 3rd-Level Witch Spells

**Bargain Hunter:** You negotiate a great price from a merchant.

**Blasphemous Aura:** It is difficult for others to cast divine spells or channeling energy near you.

**Enthralling Mirror:** Creatures gazing upon a mirror are fascinated by their own reflection for 5 rounds.

**Humanoid Vulnerability:** Non-humanoid target is treated as a humanoid for purposes of determining whether it can be a target for mind-affecting spells.

**Into the Sewers:** Recipient gains a +2 resistance bonus on saves against poison and disease, and a +4 resistance bonus against saves to avoid or overcome the sickened and nauseated conditions.

**Invisibility Curse:** Subject cannot see or hear its allies whenever it becomes invisible.

**Nondescript:** You appear utterly unremarkable for hours; others fail to remember encountering you.

**Scents of Home:** Gain +4 insight bonus on any Knowledge check when you perceive odors.

**Scry via Mirror, Lesser:** Observe others by looking into your mirror and out of another mirror.

**Verbosity Marks Deception:** Target becomes long-winded whenever it attempts to deceive.

**Wrecking Crew:** You summon a mob of vexgits to dismantle a device or cause disruption.

### 4th-Level Witch Spells

**Acrophobia:** Instill a permanent fear of heights in someone.

**Apotropaic Eye:** An eye painted on a mirror protects the mirror from being used by other spells including scrying.

**Conjure Filth Fiend:** Creates an animated construct from garbage.

**Faerie Door:** Entice a fey creature to enter your residence and work for you.

**Fortify Dwelling:** Increase a building's hardness and hit points, and grant it resistance to energy damage.

**Fortune Teller's Curse:** Subject gains uncanny insight into others' futures and can aid them but doing so reveals dark secrets about their pasts and burdens the subject terribly.

**Into the City, Mass:** As *into the city* but for multiple subjects.

**Jinkin Mob:** You summon a mob of jinkins to wreak havoc.

**Mob Attack:** Creates a phantasmal mob which frightens or panics those affected.

**Moonwatch:** You protect a site or your residence from intrusion by lycanthropes.

**Navigationally Challenged:** Touched creature finds getting around to be a challenge.

**Quasit Escape:** Limited shapechanging ability and multiple resistances.

**Stunning Silence:** Deafen and stun creatures in a 20-ft. radius spread.

**Versatile Item User:** Use spell trigger or spell completion items as though the spells were on your spell list.

**Wererat Curse:** Target is transformed to appear to be a wererat (but is not in fact a lycanthrope).

### 5th-Level Witch Spells

**Blasphemous Aura, Greater:** You produce a very powerful *blasphemous aura*.

**Feed on Crowd's Fear:** You gain Charisma and the ability to use *suggestion* on those ruled by fear.

**I Have Become Sound:** You become your disembodied voice and all your attacks cause sonic damage.

**Into the Sewers, Mass:** As *into the sewers* but affecting multiple creatures.

**Mirror Revelation:** A mirror replays the images it recently reflected.

**Muddling Team:** You and several allies gain a confusion aura and the ability to enlarge that aura.

**Nondescript, Mass:** As *nondescript* but affecting multiple creatures.

**Nuglub Mob:** You summon a mob of nugalubs to attack an opponent or set traps to an opponent's domicile.

**Persistently Unconvinced:** Target becomes convinced that real threats are actually illusions.

**Restlessness:** Target must move at least 100 feet every minute it is awake or be debilitated by fatigue and exhaustion.

**Scroll Adept:** You can cast spells from any magic scroll as though those spells were on your spell list.

**Scry via Mirror:** Observe others by looking into your mirror and out of another mirror, you can see as with low-light vision and darkvision.

**Unholy Projection:** You project an incorporeal spirit body that has half your hit points and delivers a touch attack that causes 1d4 Constitution damage on a hit.

## 6th-Level Witch Spells

**Possession via Mirror:** Possess another creature using a magic mirror.

**Royal Naga Soul:** You gain a bonus to Charisma, several spell-like abilities and two gaze attacks.

## 7th-Level Witch Spells

**Army of Filth:** Conjure several filth fiends from piles of garbage in range.

**Awaken Object:** Give sentience to a constructed object.

**Mirror Travel:** A temporary gateway through the Shadow Plane allows you to travel quickly between two mirrors.

**Scry Via Mirror, Greater:** Observe others by looking into your mirror and out of another mirror, you can see as with low-light vision and darkvision; you can use many detection spells through the mirror.

**Wrest Enchantment:** Take control of an enchanted target.

## 8th-Level Witch Spells

**Can't Leave Town:** A settlement cannot be exited.



*Awaken Object*



# Spell Descriptions

## Acrophobia

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

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target:** One living creature

**Duration:** Instantaneous

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

The affected creature becomes afflicted with an irrational fear of heights. Until cured of this phobia, the target will never voluntarily climb ladders, ropes, trees or other things, will not stand on chairs, tables or the like, and will avoid railings, windows, etc. when above ground level. The target will not accept being on the roof of a building. Whenever the target is forced into such a circumstance it is granted another Will save—if it fails this save it becomes panicked for 1d6 rounds; if it succeeds it is frightened for that time instead. Even if the target is panicked or frightened, it will still avoid high places; if it cannot avoid such a circumstance while it is panicked or frightened, it gains the cowering condition instead. (The target will not simply flee off of a roof to its death.) Circumstances adding to the fear increase the DC of this second save, usually by +2 (subject to GM adjudication). For instance, if the target can normally see and is blindfolded (an ally might helpfully suggest that the irrational fear of heights will be lessened by “not looking down,” as it were), then the combination of being terrified of heights and not knowing for sure where ledges are is particularly harrowing.

If the target is already above ground, even if in an enclosed space, then if it fails the initial save it must immediately thereafter attempt the second save on the same turn.

The subject remains in this state until a *break enchantment*, *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of *acrophobia*. This is not a curse and so *remove curse* has no effect.

If a target suffering from *acrophobia* is in a settlement with several buildings, towers or other structures at least two-stories tall, add the settlement's size modifier (if positive) whenever the subject has to attempt a save to avoid being panicked.

Creatures with a fly speed gain a +4 to their initial save; if they fail, they receive no special bonus to overcome the tendency to panic in the face of heights.

## Alight upon Holy Terrace

**School:** Conjunction (teleportation); **Level:** Cleric/Oracle 4

**Casting Time:** 1 standard action

**Components:** V

**Range:** 1 mile/level; see text

**Target:** You

**Duration:** Instantaneous

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

*Alight upon holy terrace* functions similarly to *word of recall* except that the spell only transports you, and it transports you just outside a designated church or temple within the settlement (or near the settlement) where you cast the spell (you choose an adjacent space to the building as your destination, if no such space is available, you arrive at the nearest legal space). If no specific church or temple is designated, you are sent to an adjacent space next to a church or temple to a deity of an alignment or domain most similar to your own.

If you are 10th level or higher, then you may use *alight upon holy terrace* to instead appear anywhere you are normally permitted within the designated building (or the nearest unoccupied space if the space you choose is occupied).

## All the Best Deals

**School:** Divination; **Level:** Alchemist 3, Bard 2, Sorcerer/Wizard 3

**Casting Time:** 2 rounds

**Components:** V, S, M (a loaded die)

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until discharged

You gain an uncanny knack to find extraordinary deals. The likelihood of finding an item and the value of the items you might find are modified by your extraordinary luck. The base value of a magic item you might find is increased by 50% (see the Available Magic Items table). The likelihood of finding what you're hoping to find increases as well; add your Charisma modifier and one-half your caster level as modifiers to the base chance (your base chance is normally 75%, so if you have a 16 Charisma and are 7th level, your chance of finding what you're looking for is 81% instead). Your chance of finding an item with the assistance of this spell can never exceed 99%. See the *Pathfinder Roleplaying Game GameMastery Guide* for information about what items are available in settlements. This spell does not compel anyone, it simply changes your luck.

Just because you can find a great deal doesn't mean the transaction might not be complicated. There is probably a reason why the seller is willing to part with whatever it is that you've just found. Further, your tremendous luck might also get you noticed.

The spell ends as soon as you complete a transaction for an item that would normally not be available but for your great luck. If you do successfully complete a transaction, you may not cast the spell again for 24 hours.

## Ameliorate Disease

**School:** Conjunction (healing); **Level:** Cleric/Oracle 2, Druid 2, Inquisitor 2, Ranger 2, Witch 2

**Casting Time:** 10 minutes

**Components:** V, S, M (2 gp worth of herbs and ointments)

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

*Ameliorate disease* cures any one disease from which the subject is suffering. For the long casting time, you massage the herbs and ointments into the skin of the affected creature. You must make a caster level check (1d20 + caster level) against the DC of the disease affecting the target. For every 5 ranks in Heal you possess you add +1 to your caster level check. The spell does not kill hazards or parasites and has no effect on green slime or similar afflictions.

This spell does not prevent reinfection after a new exposure to the same disease at a later date.

If you cast *ameliorate disease* within a settlement, add the settlement's size modifier (if positive) to the caster level check.

### Apotropaic Eye

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

**Casting Time:** 1 minute

**Components:** V, S, M/DF (ink or paint), F (a mirror); see text

**Range:** Touch

**Target:** Mirror

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

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

**Resistance:** Yes (harmless, object)

During the casting of *apotropaic eye*, you paint or draw an eye on the surface of a mirror. The eye is small and need not be in any specific location on the mirror's surface. The quality of the mirror and the ink or paint may affect the power of the spell (special components in the paint, such as flakes of silver, or a masterwork quality mirror, grant a +1 bonus to all positive, numeric benefits granted by *apotropaic eye*, these bonuses stack).

Any mirror (including one produced by *mirror polish*) affected by *apotropaic eye* cannot be used by *mirror hide-away*, *mirror transport*, or similar spells or abilities (such as the mirror travel supernatural ability of a soulslayer). In addition, any attempt to use the mirror in any way for scrying is met with resistance. Everyone within 30 ft. of the mirror gains a +10 on Perception checks to detect a scrying sensor and a +5 on Will saves to prevent being scried upon.

If you (but only you, not others) detect a sensor while within 30 ft. of the mirror, you may gaze upon the mirror with the *apotropaic eye* painted on it and see an image of the individual attempting to scry on you. Treat *apotropaic eye* as *detect scrying* for this effect (you and the scrier roll opposed caster level checks).

### Army of Filth

**School:** Conjunction (creation); **Level:** Sorcerer/Wizard 7, Summoner 6, Witch 7

**Casting Time:** 1 round

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

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

**Effect:** One garbage construct/2 levels

**Duration:** 1 minute/level

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

You call to sewers, garbage piles, and other source of trash within range; each pile serves as a material component of the spell and creates its own filth fiend (see *conjure filth fiend*), up to the number you may conjure with this spell. Bits and pieces of trash and garbage animate and coalesce from each source, joining with the magic of the spell to produce reeking, disease-ridden animated constructs composed of trash. This coalescing happens during the casting and each construct acts on your turn (as would be the case if you had summoned a creature to fight for you, for instance).

The filth fiends created with *army of filth* recognize as opponents those whom you designate when the spell is cast and they will attack those enemies to the best of their abilities. Though they are unintelligent, if they have no opponents, they will move toward you on their turns until they are within sight of you. Once they are within sight of you, they will engage any opponents that you or another of your filth fiends is engaging.

On your turn, as a standard action, you may cause any two adjacent filth fiends to merge into one fiend. This merging consumes the move actions of the two fiends and when the merging is complete it may use its own standard action to attack. Regardless of whether the merging fiends are Large or Huge, the resulting merged fiend is Huge. Regardless of how wounded each fiend was prior to their merging, the merged fiend always is restored to full hit points.

Clerics and oracles utilizing this spell should have an affiliation with a deity or patron emphasizing disease, decay, or something similarly appropriate.

### MERGED FILTH FIEND

N Huge construct

**Init** -2; **Senses** darkvision 60 ft., low-light vision; Perception -5

**Aura** stench (30 ft., DC 13, 10 rounds)

#### DEFENSE

**AC** 15, touch 6, flat-footed 15 (-2 Dex, +9 natural, -2 size)  
**hp** 78 (7d10+40)

**Fort** +2, **Ref** +0, **Will** -3

**Hardness** 5; **Immune** construct traits

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +15 (1d8+15 plus disease)

**Special Attacks** disease

#### STATISTICS

**Str** 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +7; **CMB** +19; **CMD** 27

#### SPECIAL ABILITIES

**Disease (Ex) Tetanus:** Slam—injury; *save* Fort DC 13; *onset* 1d6 days; *frequency* 1 day; *effect* 1d4 Dex damage. Each time someone takes Dexterity damage from tetanus, there's a 50% chance his jaw muscles stiffen, preventing speech and the use of spells with verbal components for 24 hours; *cure* 2 consecutive saves. The save DC is Constitution-based.



### Astute Appraiser

**School:** Divination; **Level:** Alchemist 1, Bard 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a raven's eye)

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

For the duration of the spell you gain a +4 insight bonus to all Appraise checks. You may end the spell early on your turn by using a standard action to give yourself a one-time +20 insight bonus to a single Appraise check. If you're in a settlement with an economy modifier higher than +4, your insight bonus is equal to that settlement's economy modifier while you remain within that settlement.

### Awaken Object

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

**Casting Time:** 24 hours

**Components:** V, S, M (oils and powders worth 5,000 gp)

**Range:** Touch

**Target:** Constructed object touched

**Duration:** Instantaneous

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
You awaken a constructed object to human-like sentience. To succeed, you must make a Will save (DC 10 + the object's current HD if it were an animated object). The awakened object is friendly toward you. You have no special empathy or connection with an object you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. If you cast *awaken object* again, any previously awakened objects remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

An awakened object has characteristics as if it were an animated object of its size and sort (refer to *animate objects* to determine the size limitations of *awaken object*). Unlike most constructs, it has an Intelligence score, and that score, and its Wisdom and Charisma scores, are each 3d6. An awakened object gains the ability to move its parts as would any animated object with parts. It has senses similar to a human's, regardless of whether it has eyes, ears or the sense organs normally required for living things to have these abilities.

An awakened object can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any). This spell does not function on an object with an Intelligence score, on a magical object, or on any object carried or worn by a creature.

### Backdoor

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

**Casting Time:** 1 standard action

**Components:** V, S, F (a doorknob)

**Range:** Touch

**Effect:** 4-ft.-by-7-ft. doorway and door; see text

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

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

You create a door through wooden, plaster, or stone walls where there otherwise is not one. *Backdoor* will create both the doorway and door, and the doorway will fill a depth in the wall up to 1 foot in thickness. If the wall is deeper than 1 foot, the doorway still is created, but when the door is opened remaining material of the wall will still have to be overcome. Repeated castings of *backdoor* can overcome this additional thickness. In order for this spell to have any meaningful effect, the space on the other side of the wall must be able to accommodate travel. For instance, casting *backdoor* on a wall that is underground will create a door that, when opened, will simply reveal dirt, soil, or whatever is there under the ground. If this spell is cast below decks on a ship, on the side of the ship that is underwater, the ship will immediately begin taking on water.

When the spell ends, if someone dispels the *backdoor*, or you dismiss it, creatures in the doorway are ejected to the nearest open space.

This spell does not work on metal or harder materials.

### Bargain Hunter

**School:** Enchantment (charm) [language-dependent, mind-affecting]; **Level:** Bard 2, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, M (1 gold piece)

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

You offer a gold piece to a merchant (or another seller of goods) and strike up a conversation about the goods or services you're interested in purchasing. Regardless of whether the spell succeeds, you give up the gold piece. If the target fails its save, you negotiate a 10% discount on your purchase. If the target fails its save by 5 or more, you negotiate a 20% discount on your purchase. If the target fails its save by 10 or more, you negotiate a 30% discount on your purchase.

Add the settlement's size modifier (even if negative) to the DC of the save. If the settlement's economy modifier is greater than its size modifier, add that to the DC of the save instead.

### Blasphemous Aura

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

**Casting Time:** 1 standard action

**Components:** V, S, M (a gold coin once contained within a monaciello gremlin's magic bag)

**Range:** Personal

**Area:** 20-ft.-radius emanation centered on you

**Duration:** 1 round/level

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

Divine spells cast within the area of *blasphemous aura* are difficult to cast, requiring a successful concentration check (the DC is equal to the saving throw DC of this spell).

plus the level of the spell being cast). Channeling energy in the aura is challenging as well; anyone attempting to do so must succeed on a Will save against this spell to channel energy (the use of channel energy is not lost if the save fails, but the action used to attempt it is wasted). If your aura is in the same settlement as the settlement where the gold coin used as a component for the spell was acquired, then all the DCs of the effects of this spell are increased by +2.

#### Designer's Note

Disrupting divine magic in this way could substantially alter the outcome of an encounter. Furthermore, if such magic were readily available it could significantly alter the balance of power between arcane and divine magic. For this reason, we highly recommend keeping the material component requirement; if you choose to ignore that requirement consider raising the level of the spell to at least 4th level.

### Blasphemous Aura, Greater

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

**Casting Time:** 1 standard action

**Components:** V, S, M (a gold coin once contained within a monaciello gremlin's magic bag)

**Range:** Personal

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

**Duration:** 10 minutes/level

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

This spell works as *blasphemous aura* except as noted here.

If your aura is in the same settlement as the settlement where the gold coin used as a component for the spell was acquired, then all the DCs of the effects of this spell are increased by +4.

### Blessing of the Sly

**School:** Transmutation; **Level:** Bard 4, Inquisitor 4, Ranger 4

**Casting Time:** 1 standard action

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

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level; see text

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

The creature you touch becomes supernaturally adept at remaining concealed. The target gains a +2 competence bonus on Bluff, Disguise, Escape Artist and Stealth checks. At the beginning of its turn, the target may choose to gain any one of the following benefits until the beginning of its next turn; doing so shortens the duration of the spell by 1 minute. This choice does not require an action.

- Gain the benefits of *disguise self*.
- Gain the benefits of *freedom of movement*.
- Gain the benefits of *invisibility*.
- Gain the benefits of *nondetection*.



### Greater Blasphemous Aura

These effects are not cumulative with other effects, if the touched creature is also affected by a similar spell or power, only the more powerful is in effect (for example, if the target gains the benefits of *disguise self* or *invisibility* and takes advantage of the bonus to the associated skill check, it does not also continue to receive the +2 bonus on Disguise or Stealth granted by this spell during that round).

Clerics with the trickery domain may take *blessing of the sly* instead of *confusion* as their 4th level domain spell.

### Boot Pebble

**School:** Conjuration (creation); **Level:** Bard 0, Inquisitor 0, Magus 0, Sorcerer/Wizard 0, Witch 0

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex negates; **Spell Resistance:** Yes  
You conjure a pebble that falls into the boot, shoe, or other footwear of the target. A target not wearing boots or similar footwear is unaffected by the spell. If the creature makes its Reflex save, the pebble either fails to get into the boot or falls out on its own. If the creature fails its save, the pebble remains in the boot until it is removed. The action required to remove the pebble de-



depends upon the footwear and is subject to GM adjudication. If the creature is wearing a sandal, slipper, or other easy-to-remove footwear, a move action is required. If the footwear is a laced or buckled boot, a standard action is required to remove the boot and the pebble; alternatively, a full-round action can be used to remove the boot and pebble, and then to replace the boot. If the footwear is particularly complicated or part of armor that takes time to properly don, then refer to the rules of doffing (hastily or otherwise) the associated leg armor piece.

Until the pebble is removed, the affected creature's speed is reduced by 10 ft. and the creature suffers a -2 penalty to all Dexterity-based skill or ability checks associated with the legs or feet.

### Can't Leave Town

**School:** Illusion (shadow) [shadow]; **Level:** Sorcerer/Wizard 8, Summoner 6, Witch 8

**Casting Time:** 1 minute

**Components:** V, S, F (an intricately crafted metallic Mobius strip polished to reflect as a mirror)

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

**Target:** One settlement of 5,000 or fewer people or one major roadway; see text

**Duration:** 1 day/level

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

You affect a settlement such that anyone attempting to leave finds themselves returning instead. A creature attempting to leave is permitted a single Will save to overcome the power of the spell. Anyone succeeding on this save is immune to the spell for 24 hours, anyone failing this save cannot escape the town except by planar or dimensional means (such as *teleport*, *astral projection* or *shadow walk*, or by being able to traverse the Ethereal Plane). If the settlement is particularly large, you target a single roadway which normally could be used for exiting the settlement, though the effect is the same for anyone attempting to leave by that roadway. If you target a roadway, the area surrounding it, out to 10 ft./level on each side, is affected as well.

Targets failing their saves find themselves entering whatever settlement they believe they've just left. If there is a sign that says "Now exiting Beaverton" on one side and "Now entering Beaverton" on the reverse side, the affected targets will, as they approach the familiar sign, be stymied by the fact that it indicates that they're entering the town that they were sure they were just leaving.

This spell taps into the energies of the Shadow Plane and distorts a region of that plane to create a perfect reflection of the targeted region. Particularly clever targets (per GM adjudication) might find ways to figure this out and devise a means to thwart the spell.

### Citedie's Memory

**School:** Enchantment (compulsion) [mind-affecting]; **Level:** Bard 0, Cleric/Oracle 0, Inquisitor 0, Magus 0, Sorcerer/Wizard 0, Witch 0

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target:** One creature; see text

**Duration:** 1 round/level

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
The target creature briefly has trouble remembering some fact he's trying to recall. In addition, for the duration, whenever the subject attempts a Knowledge check, the DC is increased by +5 and making the Knowledge check requires a full-round action.

### City Map

**School:** Divination; **Level:** Bard 3, Inquisitor 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a sheet of vellum or paper suitable for a magical scroll)

**Range:** 0 ft.

**Effect:** One map

**Duration:** 10 minutes/level (D)

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

A simple map of the settlement you're in appears on the sheet you're using as the spell's material component. The outer dimensions of the buildings appear on the map as do simple lines indicating roads, alleys and the like. The markings on the map are roughly to scale but are neither perfect nor highly precise. Any buildings, roads or landmarks you already know are indicated with words, in your handwriting, on the map. Secret areas are not revealed. You may give the map to someone else or keep it yourself. In any case, when the spell expires, the sheet of paper disintegrates leaving nothing behind. While the map exists, it can be copied.

If you have at least 5 ranks in Knowledge (local) then the map is more precise and more accurately to scale. The specific details of the benefits of this greater precision and accuracy are left to the GM but could reasonably include a circumstance modifier to any relevant skill or ability checks attempted by someone consulting the map.

### Collapse Roof

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

**Casting Time:** 1 standard action

**Components:** V, S, M (a pebble-sized meteorite fragment)

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

**Target:** Up to one 5-ft.-square/level area of a single structure's roof

**Duration:** Instantaneous

**Saving Throw:** None; see text; **Spell Resistance:** Yes (object)

You strike a building with magical force, collapsing the roof of the structure. If the roof is a typical one (a mixture of boards, thatch, and slates sealed with pitch), *collapse roof* smashes one 5-ft.-square area per level (no save), sending debris falling onto those below. Falling debris causes 1d6 damage per 10 ft. it falls (Reflex for half, maximum 10d6) to any creature that happens to be in an affected space below. Objects in the path of the falling debris take the same damage (Fortitude for half, maximum 10d6); any object taking more than half its hit points

gains the broken condition. The area struck must be contiguous and as close as possible to a square shape (i.e. a 7th-level caster will produce a hole almost the size of a 15-ft. square, with two adjacent of the nine 5-ft.-square spaces untouched, and those two untouched spaces will be somewhere on the outer perimeter—the actual shape may be determined by the caster).

If the roof is particularly sound or composed of strong materials (masonry, iron, etc.), then *collapse roof* instead causes 1d4/level points of damage to each affected 5-ft.-square (maximum 10d4); this damage ignores the structure's hardness and the sections of roof are not permitted a save. Should a region be broken, it falls, causing damage to creatures and objects below, as described above.

*Collapse roof* cannot be used to target walls or floors of buildings (though walls and floors could be damaged by falling debris) and it cannot be used to target creatures (including constructs).

## Column of Smoke

**School:** Conjunction (creation); **Level:** Bard 1, Bloodrager 1, Magus 1, Sorcerer/Wizard 1, Witch 1

**Casting Time:** 1 standard action

**Components:** V, S

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

**Area:** Cylinder (10-ft. radius, 20-ft. high)

**Duration:** 6 rounds

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

A column of thick, dark smoke appears around the point you designate. Creatures within the smoke, even creatures with darkvision, cannot see except into any smoke-free spaces that are adjacent to their own space; even smoke-free spaces beyond those adjacent spaces are obscured. If a creature within the smoke can see another creature, that other creature has concealment. Anything the creature within the smoke cannot see has total concealment.

Creatures outside the smoke that are not adjacent to the smoke cannot see any creatures within the smoke (even if those creatures within the smoke are just on the edge of the smoke). Furthermore, treat the smoke as a wall for purposes of determining what a creature can see beyond the smoke (two Medium-sized creatures on opposite sides of the column will not be able to see one another, for instance).

Creatures outside the smoke that are adjacent to the smoke can see creatures in the smoke that are adjacent to them, though such creatures have concealment.

A moderate wind disperses the smoke in 2 rounds; a strong wind disperses the smoke in 1 round. This spell does not function underwater.

## Compelled Mercifulness

**School:** Enchantment (compulsion) [good, mind-affecting]; **Level:** Cleric/Oracle 4, Inquisitor 4, Paladin 3

**Casting Time:** 1 standard action

**Components:** V, S, F (a non-magical ring)

**Range:** Touch

**Target:** One living humanoid

**Duration:** 1 hour/level

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

You place a ring on the finger of the target (this is not a magic item and does not take up a ring slot). While the target wears the ring, it is compelled to make nonlethal attacks while within the settlement you specify (which you do when the spell is cast) except against evil-aligned creatures. Attempting a lethal attack against a non-evil creature will cause the spell's target to become staggered until the end of its next turn, regardless of whether the attack succeeds. If the target actually causes lethal damage to a non-evil target then it also suffers 1 point of Constitution damage.

While the target wears the ring it is treated as if it had the good subtype and its attacks are treated as though they were good aligned for purposes of overcoming damage reduction. Furthermore, while the ring is worn, the wearer gains a +2 morale bonus on all Charisma-based skill checks when they are used in interactions with inhabitants of the settlement specified. If the settlement's alignment is good, then the ring wearer gains fast healing 1 unless and until it makes an attack against a non-evil creature.

If the target removes the ring, the spell ends.

## Conjure Filth Fiend

**School:** Conjunction (creation); **Level:** Cleric/Oracle 4, Sorcerer/Wizard 4, Summoner 3, Witch 4

**Casting Time:** 1 round

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

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

**Effect:** One garbage construct

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

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

You call to a sewer, garbage pile, or other source of trash within range; this pile serves as the material component of the spell. Bits and pieces of trash and garbage animate and coalesce from that source, joining with the magic of the spell to produce a reeking, disease-ridden animated construct composed of trash. This coalescing happens during the casting and the construct acts on your turn (as would be the case if you had summoned a creature to fight for you, for instance). The creature automatically treats your opponents as its opponents when it forms and will fight them to the best of its ability, but it is unintelligent and cannot follow your commands. It will continue to attack those opponents until it or they are destroyed. If it has no opponents, it will remain motionless unless it is attacked, in which case it will engage its attacker.

Clerics and oracles utilizing this spell should have an affiliation with a deity or patron emphasizing disease, decay, or something similarly appropriate.

## FILTH FIEND

N Large construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception -5

**Aura** stench (30 ft., DC 12, 10 rounds)

### DEFENSE

**AC** 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)

**hp** 52 (4d10+30)

**Fort** +1, **Ref** +0, **Will** -4

**Hardness** 5; **Immune** construct traits



## OFFENSE

**Speed** 30 ft.

**Melee** slam +9 (1d6+9 plus disease)

**Special Attacks** disease

## STATISTICS

**Str** 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +4; **CMB** +11; **CMD** 20

## SPECIAL ABILITIES

**Disease (Ex) Tetanus:** Slam—injury; *save* Fort DC 12; *onset* 1d6 days; *frequency* 1 day; *effect* 1d4 Dex damage. Each time someone takes Dexterity damage from tetanus, there's a 50% chance his jaw muscles stiffen, preventing speech and the use of spells with verbal components for 24 hours; *cure* 2 consecutive saves. The save DC is Constitution-based.

## Counteract Poison

**School:** Conjunction (healing); **Level:** Cleric/Oracle 2, Druid 2, Inquisitor 2, Paladin 2, Shaman 2, Witch 2

**Casting Time:** 10 minutes

**Components:** V, S, M (2 gp worth of herbs and ointments)

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

*Counteract poison* eliminates any one poison in the creature touched. During the long casting time, you massage the herbs and ointments into the skin of the affected creature. You must make a caster level check (1d20 + caster level) against the DC of the poison affecting the target; a successful check renders the poison harmless. Any temporary effects of that poison are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

If you cast *counteract poison* within a settlement, add the settlement's size modifier (if positive) to the caster level check.

## Create Portrait

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

**Casting Time:** 1 minute

**Components:** V, S, M (canvas and frame)

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

**Effect:** Portrait

**Duration:** Permanent

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

Throughout the minute required for the magic of the spell to complete its effects, some portion of what you see is transformed and duplicated on the canvas which is also transformed. The portrait itself remains magical and can be dispelled. The quality of the portrait meets that of a craftsman succeeding on a DC 10 Craft check. You may add your ranks in Craft to this total, allowing you to create a portrait of higher quality (generally, DC 15 corresponds

to high quality and DC 20 corresponds to superior quality). You may sell these portraits at prices determined by the GM (and successful Appraise checks will accurately recognize these values). The subject of the portrait usually has the greatest effect on the price of the finished work.

In many cities, those who highly prize artistic work will employ magicians of various sorts to determine whether a painting of any sort was created through magic. Usually, such works are considered far less valuable than those created without magical assistance. Not all potential purchasers have access to such assistants, however. If you create and sell a portrait in the same settlement, add the settlement's economy modifier to the Craft quality determined above (if you had created a portrait that was determined to have been the same quality as that produced by a DC 13 Craft check and the economy modifier in the settlement in which you're selling the portrait is +2, then treat that portrait as if it had been created by someone succeeding on a DC 15 Craft check).

## Death by Roaches

**School:** Conjunction (summoning); **Level:** Druid 3, Shaman 3, Summoner 2

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Effect:** 1d3+1 summoned cockroach swarms

**Duration:** 1 minute/level

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

This spell summons 1d3+1 cockroach swarms which immediately attack creatures in their spaces. Each summoned swarm must be adjacent to at least one other summoned swarm.

If you cast this spell in an urban setting, the spell summons 1 additional cockroach swarm and the duration of the spell is increased. The additional swarm must appear in a space adjacent to at least one other summoned swarm. If there is insufficient room for the additional swarm, it does not appear. The duration is increased by +1 minute per size modifier if the size modifier is positive.

## Defend the Homeland

**School:** Enchantment (compulsion) [language-dependent, mind-affecting]; **Level:** Bard 4, Cleric/Oracle 5, Paladin 4

**Casting Time:** 1 minute

**Components:** V, S, DF

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

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

**Duration:** 1 round/level

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

You spend a minute building the confidence of your allies. At the end of this minute each ally who hears and can understand you receives a significant morale boost. Until the spell ends, each recipient rolls a d12 in addition to a d20 whenever a d20 roll is required for an attack roll, saving throw, or ability or skill or other check (see below).

When an attack roll is required, if the rolls on both the d20 and the d12 would succeed, then the attack succeeds and deals an additional 1d6 damage. If the result on the d20 is a critical threat and the result on the d12 would hit, then the threat is confirmed (though if a confirmation roll *is* required, roll both d20 and d12 to confirm). If the result on the d20 would miss but the result on the d12 would hit, then the attack hits. If both results would miss, then the attack misses. If the result on the d20 is a natural 1, then the result is treated as a natural 1 only if the d12 is also a natural 1. In any case, if the results on both dice would succeed, then the attack succeeds even if it would normally still have to overcome concealment or some other miss chance.

When an attack roll is required for a combat maneuver, the maneuver fails only if the result on both dice would fail. If the results on both dice would succeed, then the maneuver succeeds even if it would normally still have to overcome concealment or some other miss chance.

When a saving throw is required, if the rolls on either the d20 or the d12 succeed, then the save is a success. If the result on the d20 is a natural 1, then the result is treated as a natural 1 only if the d12 is also a natural 1.

When an ability, concentration, dispel, initiative, skill or other check is required, use the higher result of the two dice to determine the outcome. If the result on both dice would result in a success, then, at the GM's option, some greater success may result.

When the spell ends, each recipient is staggered for 1d4 rounds.

If all the targets and the caster are in the same settlement for the entire time the spell is cast, and that settlement is where the caster normally resides, then the duration of the spell is 1 minute/level and the number of affected allies is doubled.

## Dismantle Wall

**School:** Transmutation; **Level:** Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** One 5-ft.-square section of constructed wall/2 levels

**Duration:** 1 round/2 levels (D)

**Saving Throw:** None; **Spell Resistance:** Yes (object; see text)

You touch a constructed wall and over the course of the next several rounds, one 5-ft.-square area of wall per round disassembles itself carefully, the pieces of wall (rocks, mortar, nails, wood, etc.) place themselves neatly on the ground nearby. The wall disassembles itself in a way that minimizes risk of harm due to collapse. If the wall is a weight-bearing wall, the spell's magic will maintain the weight above the hole for as long as possible. You may dismiss the spell before it is complete, leaving whatever hole has been formed. When the spell ends (or you dismiss it), the hole remains and the parts of the wall remain stacked neatly nearby. If you dismiss the spell or when the spell ends, if the remaining wall cannot support whatever weight that wall is bearing, it will collapse (per GM adjudication).



## Defend the Homeland

Any region that is magical (or is subject to a spell such as *arcane lock*) effectively has spell resistance equal to 20 + the caster level of whatever spell is in effect in that region. *Dismantle wall* has no effect on floors or ceilings.

## Disperse Crowd

**School:** Evocation [air, force]; **Level:** Bloodrager 4, Cleric/Oracle 4, Magus 4, Paladin 3, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** 30 ft. or 60 ft.; see text

**Effect:** Cone-shaped burst

**Duration:** Instantaneous

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

Many small bits of force (each roughly the size of an orc's fist) within a powerful wind spray forth from you in a cone-shaped burst. Those in the area who fail their saves take 1d6 nonlethal bludgeoning damage per caster level (maximum 10d6) from the pummeling of the bits of force buffeted by the wind into them; they are also staggered until the end of their next turn and pushed 10 feet away from you. Anyone succeeding on the save takes half damage, negates the staggered effect and is not pushed.

You choose the size of the cone when you cast the spell. If you choose a 30-ft. cone, no other changes are made to the spell. If you choose a 60-ft. cone, the maximum damage on a failed save is 5d6 nonlethal bludgeoning damage and creatures are pushed 5 feet away from you instead (the staggering effect remains the same).

This spell was originally developed to disperse crowds in cities by clerics charged with keeping people safe while at the same time strongly encouraging them to leave an



area. It was later duplicated by arcane casters and has since been picked up by a great many casters. It retains its city-oriented flair. When cast in a settlement, add the larger of the settlement's law or size modifier's to the DC of the spell's save.

## Dog Call

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

**Casting Time:** 1 standard action

**Components:** V, S, F (a dog whistle)

**Range:** 200 ft.

**Area:** 200-ft.-radius burst

**Duration:** Concentration; see text

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
You blow the whistle when you cast the spell. All dogs in the area (but not completely wild canines such as wolves or coyotes, and only creatures with the animal type) feel a powerful compulsion to find the source of the whistle; those making an initial Will save are unaffected. Trained animals receive a +4 to their saves. Constrained animals feel uneasy about not being able to discover the source of the sound and will attempt to overcome their constraints if they can safely do so. Animals specifically under the control of another (such as a dog trained by a druid or ranger) are treated as having successfully saved if the trainer is present and overcomes the DC of your spell with a wild empathy or Handle Animal check.

Dogs failing their saves and otherwise unimpeded will continue eagerly moving toward you for as long as you blow the whistle (which requires concentration); the compulsion is not strong enough to overcome their natural tendencies to remain safe—the dogs will not move through obviously dangerous terrain. Once a dog identifies you as the source, it treats you with an attitude of friendly. Unless you have some particular means of communicating with the dogs, they are under no particular control of yours. However, they are dogs, and they do regard you as friendly.

Once a number of dogs equal to your caster level have joined you and regard you as friendly, the spell no longer affects other dogs even if you continue to blow the whistle. The dogs remain until normal circumstances motivate them to leave you (to include being called back by their owners, the opportunity to obtain food, etc.).

If you stop blowing the whistle, any dogs presently under a compulsion are free to act as they please, which may include pursuing their curiosity about the whistle instilled in them by the spell.

Larger, busier cities tend to be more hostile to friendly encounters with dogs. If this spell is cast in a settlement, add the size modifier as a morale bonus to the saving throw of each dog attempting a save.

## Dry Clothes

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

**Casting Time:** 1 standard action

**Components:** V, DF

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

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

**Resistance:** Yes (harmless)

The *dry clothes* spell keeps you and your clothes (including robes, cloaks, armor, headgear, boots, etc.) dry in rain, snow, or similar conditions of precipitation. You could walk through a small waterfall or be sprayed by the ocean's waves and remain dry. *Dry clothes* does not protect you from complete submersion in water or other liquids. In ambiguous cases, GM adjudication determines the degree of effect.

If you cast *dry clothes* in a settlement where precipitation is common, the duration is tripled.

## Enthralling Mirror

**School:** Enchantment (charm) [emotion, mind-affecting]; **Level:** Bard 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** Touched mirror

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

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

You enchant a mirror so that anyone within 30 ft. seeing its reflection in the mirror becomes strongly inclined to continue staring at its reflection. Upon first encountering one's own reflection in the mirror, one must succeed at a Will save or be fascinated. The fascinated individual remains relatively stationary, staring at the reflection, for 5 rounds. During this time, an ally can attempt to break the charm by gently shaking or otherwise trying to help the victim snap out of the enchantment; doing so is a standard action that provokes attacks of opportunity. Anyone fascinated by a reflection who is being attended to by one or more allies can make one new save each round while the fascination effect remains.

Whenever someone succeeds on a save against *enthralling mirror* remains immune to that mirror's effect for the remainder of the spell's duration.

Any living creature capable of understanding its reflection is a potential target (Intelligence score of 3 or higher). Any creature with a gaze attack receives a +4 on its Will save against *enthralling mirror* and does not affect itself with its gaze attack (whether or not it saves). Seeing the eyes of another in this mirror does not trigger that creature's gaze attack if it has one, nor can a creature with a gaze attack use this mirror to activate its gaze attack against another while *enthralling mirror* is in effect. If you mistakenly gaze into the mirror yourself, you may be affected if you fail your Will save.

## Faerie Door

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

**Casting Time:** 1 minute

**Components:** V, S, F (a shiny coin, a thimble of honey, or a saucer of cream)

**Range:** Touch; see text

**Target:** Touched door, window or other entrance

**Duration:** From dusk until dawn

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

You carefully recite an enchantment of attraction and touch a door to your residence. Part of the casting of the spell includes leaving the focus of the spell (which may be lost) outside the closed entrance. Fey creatures within medium range of the door (100 ft. + 10 ft./level) can sense the magic of the enchantment and may choose to investigate freely. Any fey creature within close range (25 ft. + 5 ft./2 levels) must succeed on a Will save to avoid being compelled to move within 5 ft. of the door to investigate the spell focus.

Any fey creature (whether or not it succeeds on the Will save to be compelled to investigate) touching the focus must succeed at a Will save or be compelled to enter the residence and perform chores for you until dawn. These chores are stated by you during the casting and are immediately known by the fey failing its save regardless of whether you and it share a common language. The chores cannot be overly burdensome but could occupy the fey creature for several hours. If any chore cannot be accomplished by any particular fey creature it is freed from that particular compulsion. A fey creature succeeding on the save may choose to accept the chores and enter your residence and perform those chores willingly. If it does so, it may also engage freely in minor acts of mischief appropriate to its nature.

If any fey creature is compelled to do the chores or freely accepts those chores, the spell cannot affect other creatures. The fey creature may choose to become the legitimate owner of the spell focus at its option.

If the focus of the spell is removed (such as by a child or an animal) the spell ends.

This spell is inherently risky as the fey creature compelled or choosing to enter your residence may be evil or mischievous or otherwise dangerous. However, the fey creature may also be kind or predisposed to generosity. Such is the nature of the fey.

## False Footsteps

**School:** Illusion (figment); **Level:** Bard 0, Magus 0, Sorcerer/Wizard 0

**Casting Time:** 1 standard action

**Components:** V, S, F (a bit of fleece)

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

**Effect:** Auditory figment of footsteps; see text

**Duration:** Concentration

**Saving Throw:** Will disbelief; **Spell Resistance:** No  
You create the sound of footsteps. Generally, you produce one of the following three effects: the sound of footsteps following someone, the sound of footsteps ahead of someone, or the sound of many footsteps to cloak your own (or your group's) steps in a crowd of steps.

If you attempt to produce the sounds of steps of creatures with which you have limited experience, listeners are granted a save. If listeners cannot see the believed source of the footsteps, there may be no good reason to disbelieve. Anyone seeing something which is incongruous with the sound of the footsteps is granted a save and the save is at +4.

A *silent image* spell combined with *false footsteps* can be very effective.

## Feed on Crowd's Fear

**School:** Necromancy [evil, mind-affecting]; **Level:** Antipaladin 4, Cleric/Oracle 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** 20 ft.; see text

**Area:** 20-ft.-radius emanation, centered on you; see text

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

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

You gain an invisible aura which converts others' fear into personal power. The aura's radius is 20 feet; at 10th level it expands to 25 feet, at 15th level to 30 feet, and at 20th level to 40 feet. You gain a +1 profane bonus to your Charisma score for every three individual creatures in the aura suffering from a fear-based condition (cowering, frightened, panicked or shaken) or that are currently subject to a spell or effect with the fear descriptor who fail their Will save. Every individual creature that fails its save against *feed on crowd's fear* increases the duration of your Charisma bonus by 1 minute (this duration and the spell's duration are separate). The profane bonus to your Charisma score can accumulate to a maximum of +5; the maximum duration is limited only by the number of creatures that could pass through your aura while *feed on crowd's fear* is in effect.

Those who fail their Will save suffer 1 point of Charisma damage.

After the spell ends, but while your Charisma bonus from the spell remains, you may, as a standard action on your turn (which does not provoke an attack of opportunity), reduce your Charisma bonus by 1 or the remaining duration of your bonus by 5 minutes in exchange for one of the following.

A single use of *suggestion* on any creature that failed its Will save while passing through your aura and that is within close range (25 ft. + 5 ft./2 levels) when you use this feature of the spell. If a creature is immune to enchantments, compulsions or suggestion, that creature remains immune to this feature of this spell. The duration of the *suggestion* ability derived from *feed on crowd's fear* is 10 minutes/level. The creature does not gain a Will save against your *suggestion* if it remains subject to the same fear effect that was affecting it when it passed through your aura, otherwise it is entitled to a Will save to avoid the *suggestion*.

A +4 profane bonus to the save DC of any spell you cast (except another casting of *feed on crowd's fear*) that has the emotion, fear, or mind-affecting descriptor provided that at least one of the targets of that spell was a creature that failed its Will save when it passed through your aura.

If you cast *feed on crowd's fear* in a settlement, add the size modifier (if positive) to the save DCs of the spell and the corresponding *suggestion* effect (if that effect is used).

## Fortify Dwelling

**School:** Transmutation; **Level:** Bard 3, Cleric/Oracle 4, Sorcerer/Wizard 4, Witch 4



**Casting Time:** 1 round

**Components:** V, S, M/DF (a fist-sized piece of granite)

**Range:** Touch

**Target:** Dwelling touched; see text

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

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

The material structure of your dwelling is fortified. The walls, doors, shutters, and roof become hard as stone. In addition, the material is resistant to all the elements. The hardness and hit points of each transformed surface is increased by one category (wood is treated as stone, stone is treated as steel, etc.), all the break DCs (roof, doors, walls, etc.) are increased by +5, and the outer surfaces of the building gain resist 5 acid, cold, electricity, fire, and sonic.

The size of the dwelling you can affect depends upon your level. At 7th level, you may fortify a dwelling roughly the size of a house 30 feet on a side and 30 feet tall. For every 3 levels, you increase each of these dimensions by 5 feet (at 13th level you may affect a building roughly 40 ft. x 40 ft. and 40 ft. tall). You may affect a larger area if you affect a smaller height, per GM adjudication (for example, a 13th level caster could affect an inn that is 40 ft. wide and 80 ft. long if it is 20 ft. tall).

### Fortune Teller's Curse

**School:** Enchantment (compulsion) [curse, language-dependent, mind-affecting]; **Level:** Bard 4, Cleric/Oracle 4, Sorcerer/Wizard 5, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, F/DF (a crystal ball with detect thoughts)

**Range:** Touch

**Target:** Humanoid touched

**Duration:** Permanent (D)

**Saving Throw:** Will negates; **Spell Resistance:** No  
You touch a creature who, if it fails its Will save, gains unusual gifts of insight and a terrible curse. The target gains the see future, see past and prescient awareness abilities. You may not cast *fortune teller's curse* on yourself.

**See Future (Su):** Whenever you touch a creature you gain insight into its future. Once within the next 24 hours, if you use the Aid Another action to assist that creature, you roll two d20s instead of one, must use the higher result, and add +2 to the higher result. You can touch multiple creatures and gain this special insight about them, though the number of creatures whose futures you can hold in your mind in this way at one time is limited to the higher of your Charisma or Wisdom modifiers (minimum of 1). When you discharge the benefit to one creature, you can touch another creature and gain the special insight with respect to that other creature. There is no limit to the number of times per day you can use this ability. You cannot benefit the same creature this way more than once per 24 hours.

**See Past (Su):** Whenever you assist another creature using the see future ability, you become aware of something about that creature's past which unsettles you. You find carrying this secret profoundly uncomfortable but are strongly motivated not to share it with anyone. For

the next 1d6 hours, as you are conflicted about this information, you gain the shaken condition (except when using the special insight from see future to assist a creature). You may gain the shaken condition multiple times, the only consequence of this being that the total duration of the condition might be extremely long. If you share the secret, you gain the nauseated condition for 1d6 hours.

**Prescient Awareness (Su):** After you have suffered and recovered from the shaken condition from the see past ability, you thereafter gain a +1 insight bonus/4 levels (maximum +5) on all attack rolls, saving throws, skill checks and ability checks whenever you are within 30 feet of anyone you've ever assisted with the see future ability provided you are not currently suffering from the shaken condition brought on by the see past ability and provided that you are engaging in actions that could benefit (as determined by the GM) any former beneficiary of your see future ability who is currently within 30 feet of you.

*Fortune teller's curse* has no effect on creatures with an Intelligence, Wisdom, or Charisma score lower than 6, and has no effect on creatures without a language. 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. The caster can end the spell at any time.

#### Designer's Note

The benefits granted by *fortune teller's curse* are tremendous (potentially up to a +5 insight bonus on attacks, saves, skill checks and ability checks for indefinite duration). The GM is **strongly** encouraged to burden the recipient of the spell with profound dark secrets that have potentially challenging consequences for the character's relationships. This spell is better suited for games that emphasize role-playing scenarios rather than a more combat-oriented style of play. Repeated use of the see future ability means that the person cursed by the spell ends up carrying a tremendous number of secrets. This should be awkward for the player as well as for the character.

The spell is arguably best cast by an NPC on a PC so that the GM can use *fortune teller's curse* to add depth to an adventure. For instance, a rogue visits a town's fortune teller and unwittingly becomes the subject of the spell. The rogue is enjoying a meal at the tavern and hands the barmaid a silver coin and touches her hand. At that touch, the rogue feels a deep connection with the barmaid, perhaps is encouraged to assist her at some point in the future, and has an otherworldly sense that the rogue is "supposed" to help her. Later, there's a struggle in the bar and the barmaid is in trouble. The rogue helps her and discovers, at that moment, a terrible secret about her past (perhaps she accidentally was involved in the death of a younger sibling, never told anyone, and the younger sibling's ghost currently is threatening the settlement). Does the rogue reveal this information (without revealing the secret) to the party? What happens when they ask how the rogue knows this? Does the rogue talk to the barmaid about this, and find out the hard way about the nausea consequences? If the rogue touches someone else and gains this kind of weird sense to help someone else, does this unsettle the rogue? When does the rogue discover she's been cursed?



### *Friend of the Stray*

#### **Friend of the Stray**

**School:** Enchantment (charm) [mind-affecting]; **Level:** Bard 2, Druid 1, Ranger 1, Shaman 1, Sorcerer/Wizard 2, Witch 1

**Casting Time:** 1 standard action

**Components:** V, S

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

**Area:** 20-ft.-radius emanation

**Duration:** 10 minutes/level

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
Animals within the emanation area (or those who enter it) find themselves curious about you. You may attempt to treat any animal in the emanation area as though it had been taught the Come and Stay tricks even if you do not have ranks in Handle Animal. In either case, the animal gets a Will save if you call it or request it to stay put. If it fails this save, it complies and continues to comply with

your requests for the duration; if it succeeds on its save it behaves normally. Even if the animal succeeds on its save, it doesn't treat you with any more suspicion or concern than it normally would have.

If the animal is trained, it receives a +2 on its saves. If the animal is an animal companion, familiar or has an Intelligence score other than 1 or 2, it is unaffected by the spell. If you cast *friend of the stray* in a settlement, apply the settlement's size modifier as a morale bonus to each animal's saving throw. If an animal is entitled to a saving throw, the DC of the save is increased by +1 for every 2 ranks you have in Handle Animal.

Throughout the duration, you may attempt to use the Come or Stay command on one animal per round, though there is no limit to the number of animals that may move into your emanation and become curious about you. Any animal under the influence of *friend of the stray* will attempt to follow your instructions, but, powerful natural



urges (the appearance of food, prey or predators, for instance) grant it another save with a +5 morale bonus.

### Griffonage Revelation

**School:** Divination; **Level:** Bard 3, Cleric/Oracle 4, Inquisitor 4, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, F

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until discharged

You gain exceptional insight whenever you encounter graffiti, chance scribbles, seemingly random markings on walls, and the like. If the markings were produced by an intelligent creature (Intelligence score of 3 or higher), you become aware of the intentions of the markings and the deeper revelations left behind. For example, if someone were mindlessly doodling on a page, or absent-mindedly making etches in a post with a knife, the markings leave behind traces of whatever else might have been on that person's mind about which she might not even have been aware.

For the duration, you may attempt to discover some fact about the one who left a mark behind. Doing so requires a Linguistics check; the DC of the check varies with the text, but deciphering a typical doodle's hidden messages requires a DC 25 check. A typical attempt requires 1 minute of study. Whether you succeed or fail at the check, one fact (or falsehood, as determined by the GM) about the author is revealed to you; the GM makes these checks secretly (see the Linguistics skill description). The number of checks you may attempt is equal to your spell casting ability modifier; you may make multiple attempts of the same writing if you choose. After your final attempt, the spell ends. You may return to the same graffiti with a new casting of *griffonage revelation* and attempt to learn more.

If you cast and use *griffonage revelation* in your home settlement, you gain a +2 insight bonus your Linguistic checks.

### Grimple Guts

**School:** Necromancy [poison]; **Level:** Bard 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a dead gremlin louse)

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

**Target:** One living humanoid

**Duration:** Instantaneous

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

On a failed save, the target is nauseated until it vomits 1d4 rounds later (unless its nausea is magically relieved before it vomits). When the target vomits, it does so voluminously and in a 30-foot line. Anyone in the line of the vomit may attempt a Reflex save to avoid being hit. Anyone struck by the vomit must succeed at a Fortitude save (same DC as this spell) or become nauseated for 1d4 rounds.

### Humanoid Vulnerability

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

**Casting Time:** 1 standard action

**Components:** V, S, M (a carbuncle's eye)

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

**Target:** One living non-humanoid creature; see text

**Duration:** 1 round/level

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

If the target fails its save, treat that target as if it were humanoid for purposes of determining viable targets against any mind-affecting spells that otherwise could not normally target it. If the target of *humanoid vulnerability* fails its save and is then affected by a mind-affecting spell, the duration of that spell may continue even after the duration of *humanoid vulnerability* ends. *Humanoid vulnerability* does not affect targets without an Intelligence score or with an Intelligence score lower than 3.

If you cast this spell in a predominately humanoid settlement, the spell's DC is increased by the settlement's size modifier (if positive) and the duration is 1 minute/level instead of 1 round/level (though the spell automatically ends if the target leaves the settlement and it has been affected for at least 1 minute).

### I Have Become Sound

**School:** Transmutation (polymorph) [sonic]; **Level:** Bard 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, M (a tiny bit of your own tongue)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You appear to become your own disembodied voice. In fact, you are an invisible, incorporeal form of yourself; others hear you but cannot see you without some means of seeing invisible creatures. You gain a +4 size bonus to your Dexterity, the incorporeal subtype, improved blindsight and silence vulnerability (see below). Your base armor, shield, and natural armor bonuses no longer apply, but you gain a deflection bonus to your AC equal to your Charisma bonus (or +1, whichever is higher). While in this form you cannot cast spells requiring a material component without the Eschew Materials feat.

All of your attack forms, regardless of their normal source or type, now cause sonic damage. If you had an unarmed attack, resolve that attack as an incorporeal touch attack, but resolve the damage as sonic damage. If you can cast *fireball*, the explosion is converted entirely into sonic energy and causes sonic rather than fire damage.

**Improved Blindsight (Ex):** You can see using sound, even while within a solid object. This ability allows you to discern objects and creatures within 60 feet regardless of terrain or barriers that would normally impede vision. Unlike normal blindsight, you do not need line of effect to a creature or object to discern that creature or object. A *silence* spell negates this ability and forces you to rely on your vision. This ability replaces blindsight. If you have blindsight, the range for improved blindsight increases by the range of your blindsight ability.

**Silence Vulnerability (Ex):** Though an incorporeal creature normally has a 50% chance of remaining unaffected by a spell originating from a corporeal source, *silence* spells are an exception to this rule for you. You are considered entangled while within the area of a *silence* spell. A *silence* spell also negates all your normal and special attacks within its area. A *silence* spell cast directly on you does not have a silencing effect on the area or an entangling effect on you; instead it causes you to become nauseated for 1 round per caster level on a failed save. If you cast *I have become sound* in a settlement where your voice is well-known (to be adjudicated by GM), any spells you know with the sonic descriptor, that cause sonic damage or have a sonic or sound-based effect, are treated as though you had the Eschew Materials feat.

### Into the City

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

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Targets:** Creature touched

**Duration:** 8 hours/level (maximum 48 hours)

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

Newcomers and outsiders are commonly victims of urban criminals and swindlers. *Into the city* provides important protections and defenses for those entering towns or cities, especially for the first time. The recipient gains confidence and a +2 morale bonus on Diplomacy, Perception and Sense Motive checks and gains a +2 morale bonus on all saves against enchantments and illusions.

These bonuses apply within one settlement, which is determined upon casting. The spell can be cast before the target enters that settlement, but the bonuses do not apply until the target enters the settlement. If the target leaves the settlement for any reason, the spell ends.

If *into the city* is cast on someone's first visit to a particular settlement, the morale bonus on Diplomacy, Perception and Sense Motive checks are +4 instead of +2 throughout the first 12 hours of that person's time in the settlement.

### Into the City, Mass

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

**Casting Time:** 1 standard action

**Components:** V, S

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

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

**Duration:** 8 hours/level (maximum 48 hours)

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

This spell functions like *into the city* except that it affects multiple creatures. The settlement chosen must be the same for all targets. If any target loses its bonuses by leaving the settlement, the spell ends for that target only.

### Into the Sewers

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

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a drop of oily secretion from a creature with stench)

**Range:** Touch

**Targets:** Creature touched

**Duration:** 10 minutes/level; see text

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

The recipient of *into the sewers* gains supernatural resilience to the hazards typically found in sewers. For the duration, the recipient gains a +2 resistance bonus on all saves against disease and poison and a +4 resistance bonus on all saves to prevent or overcome becoming sickened or nauseated.

If a creature's, trap's or hazard's poison (for example) also causes nausea, then if there is an initial saving throw against the poison, that would be at +2, and if there is then an additional save against the nausea, that would be at +4. In unclear or ambiguous cases, *into the sewers* should provide the higher bonus if the effect has some capacity to produce sickness or nausea.

If the caster casts *into the sewers* in familiar sewers (for example, from the caster's home city), the recipient also gains the benefit of *delay poison* while within those sewers.

Alchemists can only target themselves with this spell.

### Into the Sewers, Mass

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

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (one drop of oily secretion from a creature with stench per target)

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

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

**Duration:** 10 minutes/level; see text

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

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

### Invisibility Curse

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

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

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

The creature touched bears a cruel curse such that whenever it becomes subject to a spell, condition or effect which renders it invisible, it cannot see or hear its allies and friends while it is invisible. (In unclear cases of who counts as an ally or friend, GM adjudication prevails.)



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.

This curse was produced to punish a group of malicious wizards and their friends who overused their talents for invisibility and thievery to wreak havoc on a populated area. As such, the spell carries a mark of the original creators' design and if the spell is cast in a settlement, the size modifier (if positive) is added to the difficulty of any check made to attempt to lift the curse.

### Jinkin Mob

**School:** Conjuration (summoning) [chaotic, evil];

**Level:** Bard 4, Sorcerer/Wizard 4, Summoner 3, Witch 4

**Casting Time:** 1 round

**Components:** V, S, DF

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

**Effect:** 6 summoned jinkin gremlins

**Duration:** 1 round/level or 66 minutes; see text (D)

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

You summon a mob of jinkins. They appear within range where you designate and act immediately, on your turn. They attack your opponents to the best of their ability, if that is the immediate purpose for your summoning them. Alternatively, if you can communicate with them, you can request that they tinker with a target you identify for them. In this case only, the spell's duration is 1 hour and 6 minutes. If for any reason the mob of jinkins cannot complete the tinker you request, the spell ends.

If you cast *jinkin mob* in a settlement larger than a large town (e.g. a city or a metropolis) then the range is doubled and you summon 12 jinkin gremlins (as two groups of 6 each) instead. You may assign each its own target for tinkering.

Any item stolen by a summoned jinkin disappears along with its thief when the spell ends. Where such items end up is anyone's guess (and GM deviousness is encouraged).

A tinker only works against a helpless or willing target (if the target is a creature); *jinkin mob* itself provides no means for rendering that target helpless or willing. However, the jinkins themselves will make ample use of their skills and spell-like abilities to attempt to arrange the helplessness of your identified target (even if they fail, they'll probably enjoy trying anyway).

### Knock, Mass

**School:** Transmutation; **Level:** Inquisitor 5, Sorcerer/Wizard 6

**Casting Time:** 1 standard action

**Components:** V, DF

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

**Targets:** Up to 1 door, box, or chest per level

**Duration:** Instantaneous; see text

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

This spell functions as the *knock* spell on up to one valid target per level, all of which must be within range and visible to you. When you complete the spell, make one caster level check which will then apply against the DC of each lock. Add a bonus of +10 to your caster level check if you are less than 15th level, +15 if you are 15th level or higher.

Like *knock*, this spell suspends the functioning of an *arcane lock* for 10 minutes (and could affect as many *arcane locked* doors as your caster level).

### Land on Your Feet

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

**Casting Time:** 1 standard action

**Components:** V, S, M (a few hairs from a cat)

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

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

You gain a 10-foot bonus to your speed when using the charge, run or withdraw actions, and a +4 luck bonus to your Acrobatics checks when used to attempt a jump. You may end *land on your feet* as a free action to grant yourself a +4 luck bonus on a single Reflex saving throw. You must declare this use before the saving throw is attempted.

If you cast *land on your feet* in a settlement and the material component is from a cat from that same settlement, the luck bonuses are +6 instead of +4 and the duration of the spell is doubled.

### Loose Lips

**School:** Enchantment (charm) [emotion, language-dependent, mind-affecting]; **Level:** Bard 1, Inquisitor 1, Sorcerer/Wizard 1

**Casting Time:** 1 round

**Components:** V, S

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

**Area:** All intelligent creatures able to speak, no two of which can be more than 30 ft. apart

**Duration:** 10 minutes (D)

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

Creatures within range failing their saves briefly become particularly interested in both listening to and offering up gossip; only creatures in the area when the spell is cast are affected. While the particular details of their chatter is up to them, failing a save may make someone more susceptible to persuasion regarding certain topics. Creatures failing their saves are treated as having a friendly starting attitude with respect to you and others who've failed the save. You may attempt a Diplomacy check with anyone to try to steer a conversation toward a topic that you're particularly interested in.

If you attempt to use Diplomacy to gather information while *loose lips* is in effect, you may make a check once every two minutes. You gain a circumstance bonus of +1/3 affected targets on your checks.

When the spell ends, those who were under its effect are aware that they were subjected to a spell that affected their emotions. How they respond is entirely up to them.

### Mage Pilfering

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

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target:** One object

**Duration:** Concentration

**Saving Throw:** None; see text; **Spell Resistance:** No  
Like *mage hand*, you point your finger at an object and can lift and move it at will from a distance. Unlike *mage hand* you make a Sleight of Hand check if the object is attended; in this case, the creature possessing the object makes a Perception check. Your check result determines whether you successfully take something from a creature (the DC to accomplish this is 20) and also sets the Perception DC for the creature to notice the attempt. There is no save against your using *mage pilfering* but the creature's Perception check determines whether it notices.

If you cast *mage pilfering* in a settlement with which you are intimately familiar, you gain a +2 circumstance bonus on your Sleight of Hand check.

## Magic Shop, Greater

**School:** Conjuration (creation); **Level:** Sorcerer/Wizard 7

**Casting Time:** 1 hour

**Components:** V, S, F (chip of stone, silver wire and a silver bell worth 2,000 gp)

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

**Effect:** 40-ft.-square structure

**Duration:** 8 hours/level (D)

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

You conjure a sturdy merchant's shop made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the building resembles a merchant's shop, with a sturdy door, two shuttered windows, and a sign that depicts any simple image you designate.

The shop's temperature is comfortable. The dwelling also provides considerable security—it is stronger than normal, all its surfaces (walls, etc.) have hardness 12 and 20 hp/in. thickness regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door and shutters are secure against intrusion, being *arcane locked*. In addition, the doors and shutters are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shop.

The *greater magic shop* contains simple furnishings—a countertop, display shelves, a workbench, two stools, and a writing desk in addition to being outfitted with the components necessary to scribe scrolls, brew potions and copy spells into spellbooks. In addition, the *greater magic shop* contains all the non-magical material components you might need for any spells you cast, provided those components, per spell, cost less than 10 gp. In addition, the level of spell that can be supplied by material components in your shop are restricted by the size of the settlement, as indicated in the following table.

## Greater Magic Shop Table

Settlement	Spell Level
Thorp	2
Hamlet	3
Village	4
Small town	5
Large town	6
Small city	7
Large city	8
Metropolis	9

## Mend Arms and Armor

**School:** Transmutation; **Level:** Bard 4, Cleric/Oracle 4, Magus 4, Paladin 3, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** 20 ft.

**Area:** 20-ft.-radius burst, centered on you

**Duration:** Instantaneous

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

This spell functions as *mending* except that it only affects weapons, shields and armor, and it affects several such objects (chosen by you) that fit completely within the spell's area. You may affect up to one suit of armor, shield or weapon per level. There are no reasonable weight or other restrictions (if you are 15th level you could repair 15 suits of plate armor or 10 tower shields and 5 chain shirts, etc. at once, provided they fit in the area).

If you cast *mend arms and armor* within a settlement, any two targets that were originally constructed within that settlement count as one target for purposes of determining the total number of targets you can affect. (A 12th level caster could, for instance, affect 19 targets if 5 of those were constructed elsewhere and 14 were constructed within the settlement,  $5 + 7 = 12$ .)

## Mirror Revelation

**School:** Divination; **Level:** Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** One touched mirror

**Duration:** Concentration; see text

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

You touch a mirror and it temporarily stops reflecting light as it normally would. Instead, it replays the images of the things it has recently reflected. You may choose any time in the past up to 1 hour/level ago as the starting moment and the mirror will begin to display what it reflected at that time. While you concentrate, the mirror will continue to reveal what it had reflected. On your turn, as a move action, you may select another moment within the period of time available to you—the mirror will stop revealing what it had been revealing and will begin revealing what it was reflecting at the new time you've chosen. The images that the mirror reveals are visible to anyone viewing the mirror.



If the mirror you touch is a mirror that you've specially prepared ahead of time, such as with *prepare magic mirror*, then the amount of time into the past you can choose is 1 day/level instead of 1 hour/level.

## Mirror Travel

**School:** Transmutation [shadow]; **Level:** Sorcerer/Wizard 7, Witch 7

**Casting Time:** 1 minute

**Components:** V, S, F (mirror; see text)

**Range:** Touch

**Targets:** Two mirrors and an extra-dimensional space between them; see text

**Duration:** 1 hour/level

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

When you cast *mirror travel* you must identify a second known mirror during the casting in addition to the mirror that you touch. For the duration of this spell, the two mirrors serve as the ends of a conduit. Neither mirror appears unusual, so only those made aware of their special properties knows that the surface of each mirror has become a temporary gate to other dimensions. If the mirror is large enough for someone to fit through (by stepping, crawling, etc.) then anyone may move into the mirror as though it were simply a hole. On the other side of the hole formed by each mirror is a tunnel, initially with approximately the same dimensions as the mirror (a mirror 5 ft. tall by 2 ft. wide is certainly large enough for one to use to assist oneself while dressing, but can be a very narrow doorway or crawlspace). Within the first 10 ft. into the space, the tunnel opens into a hallway with dimensions of the caster's liking between the mirror's dimensions up to 1 ft. wide and up to 1 ft. tall per level. For example, a 15th level caster could create a tunnel 12 feet wide and 7 feet high, or anything in between the mirror's dimensions and 15 ft. by 15 ft.

The tunnel briefly exists on the Shadow Plane and is not necessarily free from interference. Casting *mirror travel* is potentially risky. However, travel is rapid; like the *shadow walk* spell, movement occurs at 50 miles per hour. The traveler doesn't feel this, and, from the point of view of anyone within the tunnel, movement feels normal (i.e. if your speed is 30 ft. per round, it feels to you that you are moving at 30 ft. per round), however, in fact, a rate of 50 miles per hour corresponds to a rate of 440 feet per round. If the distance between the two mirrors is 440 feet, it takes one round to travel between them; if the distance is 50 miles, it takes one hour, etc. While the spell is in effect, anyone can travel through this space. And, if people are moving from one to the other, they may pass one another within the tunnel (and, within the tunnel, their own rate of movement feels normal).

The tunnel is not lit and the walls of the tunnel appear as an opaque, dark blur. It is not possible, via normal means, to pass through the walls of the tunnel (though creatures on either side with sufficient magical power might be able to breach the wall from either side). No one on either side sees through the tunnel's walls. From the Shadow Plane, the tunnel appears a bit like an intestine, though because of its dimness and brief existence, noticing it requires a Perception check (DC equal to this spell's DC + 5). Light



*Mirror Travel*

sources used in the tunnel operate with one quarter the normal brightness; seeing someone moving toward you from a hundred yards away wouldn't be possible, though if they were carrying a bright light, it would appear a bit like a weak lantern in a heavy fog. Darkvision operates normally.

If the mirrors on both ends were prepared via *prepare magic mirror* then the tunnel's lighting conditions are chosen by the caster (between the brightness of normal daylight and the darkness of a cloudy night), the inner dimensions of the tunnel can be up to twice the dimensions previously noted, noticing the tunnel from within the Shadow Plane is exceptionally difficult (Perception DC equal to this spell's DC + 25), and the rate of travel between the two mirrors is doubled.

## Misdirecting Eddies

**School:** Illusion (pattern) [mind-affecting]; **Level:** Bard 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 20 ft.

**Effect:** Cloud spreads in a 20-ft. radius around you

**Duration:** 1 round/level

**Saving Throw:** None or Will (disbelief); see text; **Spell**

**Resistance:** No

A misty vapor nearly identical to that produced by *obscuring mist* appears around you. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Because this is an illusion, anyone interacting with the vapor (other than by seeing it) may attempt a Will save to disbelieve it; because it is a pattern, a translucent image of the vapor nevertheless remains (though it no longer has the obscuring properties).

When you move within the mist (whether you stay within the mist or move out of it), the mist produces eddies and swirls indicating that you've traveled in a direction other than the direction you actually traveled (determined randomly by the GM). Though you remain obscured by the misty vapor, the eddies can be detected with a DC 5 Perception check. When you cast *misdirecting eddies* you may choose up to 1 ally/level; if those allies are also within the cloud when you cast the spell, the mist produces similar eddies for them, creating misdirecting information about their movement when they move.

If you cast *misdirecting eddies* in a settlement or region of a settlement where fog, smoke or similar vision-obscuring vapors are relatively common, the radius is 30-ft. instead and the duration of the spell is doubled.

## Mob Attack

**School:** Illusion (phantasm) [emotion, fear, mind-affecting]; **Level:** Bard 4, Magus 4, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S

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

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

**Duration:** 1 round/level

**Saving Throw:** Will partial and Will disbelief; see text;

**Spell Resistance:** Yes

You produce in the minds of your targets the certainty that a mob is coming for them. In the first round, they will be beset by an uncanny feeling that something is amiss and that something collective and external to them is coming for them. In general, there will be no reason for disbelieving this, although any target immune to fear won't have the same sensation and so could serve as a reason to be suspicious.

In the second round, those affected will hear evidence of an enormous crowd of people, somewhere nearby, headed their way. The sound will include indiscernible but angry shouts, perhaps the clanking of weapons,

maybe the scurrying of wagons or animals out of the way of the mob. In addition, if it befits the circumstances, those affected could see dust rising from the area where the mob is heard to be coming from. Those hearing the mob are shaken if they fail a Will save (this save does not end the spell as it is not a save to disbelieve).

In the third round, some portion of the mob becomes visible. If a target is actively trying to hide from the mob, then the target is aware that the mob is present and would be visible if the target extricated itself from its place of hiding. The target might see the mob turning a corner from some alleyway in the city, pouring from around the city gates, or whatever else would be appropriate for the circumstances. Targets are frightened unless they succeed on a Will save. If a frightened target cannot flee it will attempt to engage the mob in melee (those not affected will witness the individual engaging in a somewhat crazed assault against non-existent entities).

Thereafter, for each round that the mob remains visible to a target, it must attempt a Will save or be panicked for the remaining duration of the spell.

Anyone who disbelieves *mob attack* is immediately freed from any fear conditions caused by the spell.

This spell has no effect on creatures with an Intelligence score lower than 3.

If you cast this spell in a settlement, add the larger of the corruption or the crime modifier (but only if the larger modifier is positive) to the save DCs of the spell.

## Moonwatch

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

**Casting Time:** 1 minute

**Components:** V, S, M/DF (50 gp worth of powdered silver)

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

**Target:** Your residence, up to 300-sq.-ft./level; see text

**Duration:** 1 hour/level

**Saving Throw:** None or Will negates; see text; **Spell**

**Resistance:** No or Yes; see text

You render your residence safe from the entry of lycanthropes. For the duration, a lycanthrope, regardless of what form it currently takes, cannot enter your residence without your invitation (when casting the spell, you may designate others with the power to invite entrance).

Most typically, *moonwatch* is cast before moonrise on a night that a full moon is expected, but it can be cast at any time.

You may cast *moonwatch* over any residence; for instance, if you are camping in the wilderness you may cast it on your tent; if you are staying at an inn you may cast it on your room (but not the entire inn as it is not yours to issue invitations). If the residence is not your own permanent residence (as determined by the GM) then a lycanthrope is permitted spell resistance and a Will save to gain entry. If you use this variant of the spell then you affect an area no larger than 5-ft.-radius/level. If this is insufficiently large to protect an entire structure, you may protect a region within, but that region must be one with defined boundaries such as walls, doors, tent flaps, etc., and it must exist within a structure or residence (i.e. you



can't use *moonwatch* to create a bubble of protection in the woods).

If your permanent residence is not in a settlement and is part of a natural setting (e.g. you live in a cave, a secluded region of a forest, etc.), then you must use the variant of the spell which permits spell resistance and a save. If you ingest a dose of wolfsbane while casting the spell (and survive) then the save DC is increased by +8 and you gain a +4 on your caster level check to overcome spell resistance.

## Muddling Team

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

**Level:** Bard 4, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S, F (a hat or robe previously owned by a huggermugger)

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

**Targets:** You and one ally per level, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

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

You and each willing target gain the ability to speak in a nonsense language that only those affected by this casting of the spell can understand. You all may communicate in this language for the duration without concern that others will understand you. This nonsense language changes with each casting and it cannot be translated. In addition, you and each willing target gains the supernatural Muddle ability (see below) and immunity to the confusion caused by that ability for the duration of the spell. Confusion caused by any other source affects you and the willing targets normally.

**Muddle (Su)** You constantly produce an aura of confusion with a radius of 5 feet centered on you. Any creature that starts its turn in this aura must succeed at a Will save (same DC as *muddling team*) or gain the confused condition for that round. Additionally, once per casting, on your turn as a standard action which provokes attacks of opportunity, you can cause the aura to briefly extend to a radius of 30 feet. When you do so, every creature within the area must succeed at a Will save (and the DC is increased by +1 for each team member within the aura) or be confused for 1d4 rounds + 1 round per team member within the aura. You count as a team member for purposes of the save DC and duration when you produce the larger aura. At the end of that action, the radius returns to its normal 5-ft.-radius size.

If *muddling team* is cast in a densely-populated area that is currently crowded (as per GM adjudication), then all the save DCs of the spell are increased by an additional +2.

One of the team members (which can be you) must don the hat or robe required as a focus of the spell when the spell is cast. The spell ends if the hat or robe is removed while the spell is in effect.

## Navigationally Challenged

**School:** Illusion (phantasm) [curse, language-dependent, mind-affecting]; **Level:** Bard 4, Cleric/Oracle 4, Inquisitor 4, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 round

**Components:** V, S

**Range:** Touch

**Target:** One living creature

**Duration:** Permanent (D)

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
You touch a creature and give it directions as part of the spell. The target is granted a Will save and if it fails, it loses its sense of direction regarding navigation through what should be familiar terrain. Henceforth, in order for the target to navigate a settlement, it must make an appropriate Knowledge check (usually geography, but perhaps dungeoneering if the settlement is underground) to avoid becoming lost. The DC of this Knowledge check is the DC of this spell. (Unlike the typical case, the target of this spell can attempt this Knowledge check untrained even though the DC is greater than 10.) If the target succeeds on this check, it finds its way to wherever it was going, but when it arrives it doesn't accurately remember the details of the trip because the spell produces phantasms in the mind of the target, generating the appearance of buildings, animals, people, etc., and in a way that is entirely unremarkable and not at all memorable. If the target fails on this Knowledge check, it becomes lost (see Getting Lost in the *Pathfinder Roleplaying Game Core Rulebook*). Whenever the target is lost, it sees, hears and otherwise senses things differently from how they actually are, making it harder for the individual to recognize that it is lost, and when it does recognize that it is lost, harder for it to set a new course. The Survival DC for the target to recognize that it is lost is 25 instead of 20; the Survival DC for it to set a new course is 20 instead of 15. If the target is with a group and the group is not lost, then if the target can be convinced to go along with the group it will, of course, arrive where it should, but it will find the trip unsettling (as unsettling as being forced to go through a thoroughly unfamiliar city that persistently seemed foreign).

If you are a cleric with the travel or trickery domain, the DC of the target's initial save is increased by +2.

The target of the spell is no more or less likely than usual to become lost in other terrain; the curse of the spell affects the target only while it is in settlements.

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 *find the path* on the target breaks the curse. The caster can end the spell at any time.

## Nest of Rats

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

**Casting Time:** 1 standard action

**Components:** V, S, M (hair or whiskers from 1 rat/target)

**Range:** 20 ft.

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

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

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

You and up to 1 ally/level (maximum of 8 allies) are transformed into rats. Your sizes are Tiny, you all gain a -2 size penalty to Strength (to a minimum of 2), a +4 size bonus to Dexterity, and a +1 natural armor bonus. Everyone gains low-light vision and scent. Your speeds are halved (minimum 15 ft. unless your current speed is already lower in which case it remains unchanged). You each gain a bite attack (1d3 plus Strength).

If *nest of rats* is cast in an urban environment, you all also gain a climb and swim speed equal to your new base land speed and the duration of the spell is 10 minutes/level. If you gain a climb speed, you also gain a +8 bonus to Climb checks; if you gain a swim speed, you also gain a +8 bonus to Swim checks (see Skills in the *Pathfinder Roleplaying Game Core Rulebook* and treat these bonuses as though they were racial bonuses).

## No Exits

**School:** Illusion (figment) [mind-affecting]; **Level:** Bard 2, Magus 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, F (a bit of fleece)

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

**Effect:** Visual figment of a room with no exits; see text

**Duration:** Concentration + 2 rounds

**Saving Throw:** Will disbelief (if interacted with); **Spell Resistance:** No

You create the illusion that the room that you are in no longer has doors, windows, gates, trapdoors or other exits. You may, at your discretion, create the illusion so that the doors, windows, etc. appear to become covered by the walls, or you may create the illusion that the doors and windows simply disappear. In any case, anyone who has reason to believe that this is an illusion is permitted a Will save, as is anyone who examines the wall at a location where they once believed there was a door, window or other potential exit.

The size of the illusion you create must fit into one room; the area that you can affect is equal to four 10-ft. cubes + one 10-ft. cube per level. You may shape the space however you'd like so long as the cubes are contiguous. (For example, if you are 3rd level, you can affect an area of seven 10-ft. cubes. You could arrange those cubes so that twenty-foot segments of the east and west walls of a room, and one thirty-foot segment of the north wall are all affected, and you could leave the south wall alone—perhaps it is without any walls or doors anyway.)

Once you set the illusion you cannot move it. The illusion maintains the visual appearance of there being no exits, and it also alters sounds so that sounds that would normally be louder because of open windows or doors sound quieter and that echoes in the room match what would be expected in a room without doors or windows.

If you cast *no exits* in a building with which you are very familiar then the area of the illusion you can create is increased by one additional 10-ft. cube and the DC of the save is increased by +2.

## Nondescript

**School:** Illusion (pattern) [mind-affecting]; **Level:** Alchemist 3, Bard 3, Inquisitor 3, Magus 3, Ranger 2, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 minute

**Components:** V, S, M (skin of a chameleon)

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Saving Throw:** Will disbelieve (see text); **Spell Resistance:** No

When others encounter you they treat you as one of the many nameless people they might encounter every day. You are utterly unremarkable to everyone. People who do encounter you will have no memory of it.

Anyone who directly and purposefully interacts with you is granted a Will save after the exchange. For every 4 ranks in Bluff you have, the DC of the save is increased by +1. If the target succeeds on the save, it remembers some features about the encounter. For every 2 points by which the save succeeds, the target remembers one additional fact. Only if a target succeeds by 10 or more, or rolls a natural 20, does it remember enough to be able to provide an account of you that is accurate enough for another to recognize that the target encountered you and not someone else.

Certain behaviors may override your tendency to blend into the background. In order for *nondescript* to be maximally effective, your own behaviors shouldn't arouse suspicion. Suspicious behavior (as determined by the GM) alter the saves of those with whom you interact.

If you cast *nondescript* in a settlement you know very well (as determined by the GM), the save DC is increased by +2. Add the settlement's society modifier to the DC of the save (whether that modifier is positive or negative).

## Nondescript, Mass

**School:** Illusion (pattern) [mind-affecting]; **Level:** Bard 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 minute

**Components:** V, S, M (skin of a chameleon)

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

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

**Duration:** 1 hour/level

**Saving Throw:** Will disbelieve (see text); **Spell Resistance:** No

*Mass nondescript* works like *nondescript*, except that it affects multiple willing creatures.

## Nuglub Mob

**School:** Conjuration (summoning) [chaotic, evil]; **Level:** Bard 5, Sorcerer/Wizard 5, Summoner 4, Witch 5

**Casting Time:** 1 round

**Components:** V, S, DF

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

**Effect:** 1d4+2 summoned nuglub gremlins

**Duration:** 1 round/level or 66 minutes; see text (D)

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

You summon a mob of nuglubs. They appear within range where you designate and act immediately, on your turn.



They attack your opponents to the best of their ability, if that is the immediate purpose for your summoning them. Alternatively, if you can communicate with them, you can request that they trap an area for a target you identify for them. In this case only, the spell's duration is 1 hour and 6 minutes. If for any reason the mob of nugalubs cannot complete the trap you request in that time, the spell ends. In this latter case, the nugalubs will not deviate from their task unless threatened, and will attempt to return to their task if they're diverted.

If you cast *nuglub mob* in a settlement larger than a hamlet and provide the kind of location the mob loves for the crafting of their traps (such as the target's home), then each summoned nuglub gains a +4 competence bonus on its Craft (traps) checks while summoned.

## Official Papers

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

**Casting Time:** 1 standard action; see text

**Components:** V, S, M (parchment or other writing medium)

**Range:** Touch

**Target:** Parchment touched

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

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

You transform one sheet of parchment, vellum or other surface for writing into one with official-seeming marks, symbols, statements and the like. Treat the document as if it were produced by someone trained in Linguistics trying to create a forgery and obtaining a result of 10 on the skill check. This result of 10 can be modified in the following ways.

If you are trained in Linguistics, you add 3 + your ranks in Linguistics as a modifier to the result.

If you do not know what the appropriate official document you're trying to replicate looks like, *official papers* simply produces a generic document of the sort you're attempting. No additional modifier is added.

If you do know what the document should look like, *official papers* produces a document that looks more specific and less general if that's what would be expected, furthermore, the quality is sufficiently good that an additional +8 is added to the result of the Linguistics check.

If you are attempting to create a unique document or one that would grant you exceptional privileges, the casting time is 1 minute and a -4 penalty is added.

The examiner adds the highest of the settlement's corruption, crime or law modifiers to its check to attempt to detect the forgery.

## Penalty for Theft

**School:** Illusion (phantasm) [mind-affecting]; **Level:** Bard 2, Inquisitor 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target:** One living creature

**Duration:** 1 round/level

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

The target believes one of her hands has been severed. The effectiveness of *penalty for theft* depends upon circumstances that would lend credence to the possibility of the hand being severed (for example, if the target is alone in a room and there's no particular reason for its hand to have been severed, the target might gain a +10 to its save, whereas if the target is in a crowded marketplace and sees someone standing next to her with a bloody knife, the target might suffer a -2 on its save). If the target has recently (as determined by the GM) engaged in a theft, the DC of the save is increased by +4. The target receives a Will save to disbelieve when you cast the spell.

Starting on its first turn after it has failed its save, if the target continues to believe its hand has been severed, it is nauseated. At the start of each of its turns, until it disbelieves, it suffers 1d6 Constitution damage (Fortitude negates). If the target disbelieves before its Constitution score reaches 0, it is dazed for 1 round after which its Constitution score returns to normal and the nausea stops. If the target's Constitution score reaches 0 it falls asleep for 1 round, its Constitution score returns to normal and the nausea stops.

If someone participates in the target's believed experience and attempts to lend aid, the target loses the nauseated condition and no longer suffers Constitution damage. In this case, it still believes it has a severed hand until the spell ends.

If the spell ends and the target has not disbelieved, has a positive Constitution score and is not asleep, the target is dazed for 1 round and then returns to normal.

This spell has no effect on creatures without hands or creatures with an Intelligence score lower than 3.

If you cast this spell in an environment akin to a crowded marketplace where pickpockets would not be uncommon, the save DCs are increased by +2 (this stacks with the +4 increase mentioned above).

When the spell ends, any conditions affecting the target that resulted from this spell end immediately.

## Persistently Unconvinced

**School:** Enchantment (compulsion) [curse, mind-affecting]; **Level:** Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** One living creature

**Duration:** Permanent

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

The target subjected to this curse has an unsettling and uncanny tendency to not believe that it is at risk. Whenever the target is in a situation that it would normally understand to be clearly combative or dangerous, it becomes very suspicious that what's happening isn't real and that its experiences are being manipulated by someone or some being with great powers of illusion magic. The person is so confident in this that it gains the following benefits against anything it believes is illusory: +4 luck bonus to AC, saving throws, and any skill checks it may have to make to avoid putting itself in greater danger or to extricate itself from danger. The target won't make obviously foolish choices (such as leaving a ship and not believing the ocean is real) but it will go to great lengths

to maintain the certainty that the enemies that others believe are real are in fact illusions. The benefits the target gains against things it believes are illusory extends to things that actually are illusory (if it believes they are illusory).

Despite the fact that the target becomes supernaturally confident that almost no threats it might face are real, whenever it does take damage, that damage is treated as having struck a vital spot because the target is not adequately protecting itself. If an attack is of the sort that it would do greater damage to a creature vulnerable to that attack, the target is treated as vulnerable to that attack; otherwise the attack does maximum damage. For instance, a *fireball* will damage the target as if it were vulnerable to fire whereas a troll's claw attack will cause maximum damage. In any unclear case, the attack causes maximum damage. When the target is damaged by an opponent, it continues to insist that the combatant is illusory and that the damage is less severe than it actually is. If the caster and target are from the same settlement and the spell is cast within that settlement, then the luck bonus is +6 instead of +4 whenever the cursed target is within that settlement.

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.

## Plunder Proof

**School:** Abjuration; **Level:** Sorcerer/Wizard 4

**Casting Time:** 10 minutes

**Components:** V, S, F (a lock)

**Range:** Touch

**Target:** Your residence

**Duration:** 8 hours/level

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

After speaking the arcane phrases at each of the other windows, doors and other entry points to your residence, you finish casting *plunder proof* by standing outside your residence at the primary means of entrance. Thereafter, for the duration, each point of entry is guarded with a magical lock having the same DC as the focus of this spell: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40). The form of the barrier depends upon the type of entry: a glass window protected by a superior lock focus might be deemed to have a break DC of 40; a trapdoor leading into the residence from an access tunnel below might become so heavy as to require a DC 40 Strength check to push open. If any entry point has a literal lock, then that lock's DC improves to the DC created by this spell.

Anyone holding the lock used as the focus of the spell can enter the residence, bypassing the lock at the point of entry signified by you during the casting. A *knock* spell functions normally. If the caster level check defeats the DC of the lock, the *knock* spell bypasses the ward; however, a *knock* spell only will function against *plunder proof* in the case of stuck, barred or locked doors (and not, for instance, against an otherwise non-opening glass window). *Plunder proof* works on a residence of no more than 300-sq.-ft./level in size.



## Persistently Unconvinced

### Possession via Mirror

**School:** Necromancy; **Level:** Sorcerer/Wizard 6, Summoner 5, Witch 6

**Casting Time:** 1 standard action

**Components:** V, S, F (magic mirror)

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

**Target:** One creature

**Duration:** 1 hour/level or until you return to your body

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

You place your soul in a specially prepared magic mirror, leaving your body lifeless. While your soul is in the mirror, you can attempt to take control of anyone looking into the mirror, forcing its soul into the mirror. You may move back to the mirror (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the mirror empty. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the mirror, you can sense and possess creatures within 10 feet per caster level (and on the same plane of existence) of the surface of the mirror. You must have line of effect from the surface of the mirror to the creatures. Your perspective is as if you were just on the other side of



the mirror, looking out as though it were a window, so you can see the creatures you target.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the mirror unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the mirror, and the target automatically succeeds on further saving throws if you attempt to possess its body again. No one looking into the mirror sees you (though your lifeless body, unless cleverly hidden, might be obvious); the mirror seems like a normal mirror to a casual observer.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the mirror. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the mirror if within range, sending the trapped soul back to its body. The spell ends when you shift from the mirror to your own body.

If you trap a soul within the mirror, it does not have any of the powers you have (for instance, it is not free to attempt to possess others). However, if it has abilities or powers that might allow it to escape, it may attempt to do so. Otherwise, the soul is trapped, unaware of its surroundings.

If the host body is slain, you return to the mirror, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the mirror, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the mirror returns to its body (or dies if it is out of range). Destroying the mirror ends the spell, and the spell can be dispelled at either the mirror's or the host's location.

If you created the mirror that is the focus of this spell from the *prepare magic mirror* spell and the modifier of that mirror is greater than the level of this spell, then the DC of the Will save for *possession via mirror* is increased by +1 for every point by which that mirror's modifier is greater than the level of this spell (maximum +5).

### Prepare Magic Mirror

**School:** Transmutation; **Level:** Bard 1, Cleric/Oracle 1, Inquisitor 1, Sorcerer/Wizard 1, Summoner 1, Witch 1

**Casting Time:** 1 day

**Components:** V, S, F (mirror; see text)

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

**Target:** One mirror

**Duration:** Permanent

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

*Prepare magic mirror* permits you to prepare a mirror for other spells requiring a magic mirror as a focus. The details of the mirror vary by caster and circumstance. For instance, any of the following might, subject to GM adjudication, suffice as a magic mirror: a secluded pond, a specially prepared silver bowl that will function as a mirror when filled with appropriate liquids, a full-length dressing mirror, a mirror on a vanity, a portrait-sized mirror used decoratively on a wall, a hand-held mirror, etc. The value or quality of the mirror can affect its usefulness (see accompanying table).

### Magic Mirror Power Level Table

Modifier	Material Cost / Value	Material Quality	Spell Level
-5	—	Broken	—
-2	5	Poor	—
-1	50	Average	—
0	250	Good	1
+1	1,000	Very Good	3
+2	4,000	Masterwork	5
+3	9,000	—	7
+4	16,000	—	9
+5	25,000	—	—

You may cast *prepare magic mirror* using a higher level spell slot or you may complement it with feats making it a higher level spell. In either case, the level of the spell used affects the modifier (see table). The materials you use (both in terms of their cost and their quality) also modify the overall power of the mirror. A mirror can be used as a focus for a spell equal to its total modifier or lower. For example, a caster purchases a masterwork quality mirror (+2), for 1,500 gp (+1) and uses a 3rd level spell slot (+1) from which to cast *prepare magic mirror* when preparing her mirror. This mirror, when finished, can be used as a focus for spells of 4th level or lower.

Mirrors prepared with this spell are permanent, but, they are magical items and subject to being dispelled, disjoined, or otherwise deactivated; as such, they are protected and prized.

The size of the mirror does limit its overall effectiveness (then again, a very large mirror will be exceedingly costly, difficult to transport, and a larger target by those wishing to damage it). If a magical mirror is found and used as the mirror for purposes of this spell, it is treated as masterwork quality, and its value is used for the material value on the table above. A caster might be able to create a mirror able to be used as a focus for more powerful spells than she can cast.

You may prepare more than one such mirror.

### Protect House from Faeries

**School:** Abjuration; **Level:** Bard 2, Cleric/Oracle 2, Sorcerer/Wizard 2, Witch 2

**Casting Time:** 1 minute

**Components:** V, S, F (a four-leaf clover, a bell, or a piece of dry bread)

**Range:** 30 ft.

**Effect:** Up to 1 sealed entrance/level

**Duration:** From dusk until dawn

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

You carefully recite a ward of protection and place the spell focus in the building to be protected. When you finish casting the spell, all the sealed entrances identified during the casting and within 30 ft. of the focus become warded against unwanted entrance by fey creatures. For the duration, a fey creature cannot enter through one of those entrances without explicit permission (which can be given by you or by someone you authorize; you may identify specific fey creatures by name during the casting and grant them permission to enter) so long as those sealed entrances remain sealed. If people leave the residence by the front door, then, while that door is open, *protect house from faeries* does not protect that door and so a fey creature could sneak in while the door is open. A fey creature with spell resistance might be able to overcome the protection.

All those currently in the place of residence who have your explicit permission to be there (including fey creatures who are there with permission) gain a +2 deflection bonus to AC and a +2 resistance bonus on saves against attacks from fey while they remain within the 30-ft. radius of the spell focus.

For purposes of this spell a sealed entrance includes any door, window, trap door, or other means of ingress or egress that normally can be shut, closed, sealed or otherwise rendered typically inaccessible. An opening in a wall with no door or shutter is not a sealed entrance. For something to be sealed it must be closed in whatever way is normal (i.e. if a window has shutters, the shutters must be closed for this spell to work on that window).

This spell does not have any effect on temporary residences such as tents. If a window or door itself has openings (such as bars on a window or windows in a door), then those openings also must be shut for this spell to be fully effective.

### Punishing Incompetence

**School:** Necromancy; **Level:** Antipaladin 2, Cleric/Oracle 2, Inquisitor 2

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Target:** One living creature

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

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
You cause the target creature to become incompetent in areas it normally has expertise. A fighter specializing in agile combat would find herself suffering from penalties to Acrobatics checks and her melee attacks. A wizard would find spellcasting to be a challenge and may have difficulty remembering facts. A bard might end up with an annoying cough.

Choose one target-appropriate ability score: the target suffers a -2 penalty to that score. All of the target's trained skills suffer a -2 penalty. All of the target's class abilities that require a d20 roll when used suffer a -2 penalty on the rolls when the abilities are used. All of the target's attacks and saves suffer an additional -2 penalty.

While the spell remains in effect, if you defeat the target in combat within a settlement and the target survives, news of the defeat spreads throughout the settlement. For 1 day per caster level, that target's Diplomacy checks suffer a -4 penalty.

### Quasit Escape

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

**Casting Time:** 1 standard action

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

**Range:** Personal

**Target:** You

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

You take on the form of a bat, toad or wolf. Regardless of the form you choose, you gain darkvision 60 ft., DR 5/cold iron or good, immunity to both electricity and poison, and resist acid 10, cold 10, and fire 10. Each round, once on your turn, you may assume a new form from among the three as a swift action.

If you take the form of a bat, your size is Diminutive, you suffer a -4 penalty to Strength and gain a +4 size bonus to Dexterity. You gain a fly speed of 40 ft. and are treated as though trained in the Fly skill; you gain blindsense 20 ft. and low-light vision. You do not have an attack in this form.

If you take the form of a toad, your size is Diminutive, you gain a -4 penalty to Strength and gain a +2 size bonus to Dexterity. Your speed is reduced to 5 ft. You gain a +8 bonus to Stealth checks. You gain low-light vision and scent. You do not have an attack in this form.

If you take the form of a wolf, your size is Medium, you gain a +2 size bonus to Strength, Dexterity and Constitution. You gain low-light vision and scent, and have a base speed of 50 ft. You gain a bite attack (1d6 plus Strength). You may not cast spells while in any of these forms.

### Quick Escape

**School:** Conjuration (teleportation); **Level:** Bard 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 immediate action; see text

**Components:** S

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You cast *quick escape* as you egress any one location (so you cast it while you are moving, which can include movement such as being thrown out of a bar by bouncers). As soon as you pass through the doorway or other exit of the location you're leaving, you arrive just outside another building's exit instead. This other location is chosen randomly within the settlement you're currently in and within 1 mile of the location you exited. Being transported to a random location could be very dangerous; you accept this risk in using the spell.

Intrepid casters sometimes use *quick escape* to explore areas of a town they might not otherwise find, though doing so in a town you've recently discovered is ill-advised. The somatic component of this spell is the minute wiggling of one finger.



## Reduce Ambient Light

**School:** Evocation [darkness]; **Level:** Bard 4, Cleric/Oracle 4, Inquisitor 4, Magus 4, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, M/DF (a handful of sand)

**Range:** Touch

**Target:** Object touched; see text

**Duration:** 10 minutes/level (D)

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

This spell functions as *darkness* except the object radiates darkness to long range (400 ft. + 40 ft./level) if the spell is cast on a fixed object (such as a flagpole, a tree, or the outside wall of a building). If the touched object is not fixed (or is no longer fixed, such as a flagpole being removed) then the radius of the darkness is 20 ft. Regardless of the radius, magical light sources of 3rd level or higher increase the light level in their own areas within the area darkened by *reduce ambient light*. If the target is a fixed object, the darkness radiated is contiguous; large solid objects such as homes and shops within the region will not have their lights dimmed within, though any light that might escape through those buildings' windows, for example, would be dimmed out-of-doors within the contiguous darkening effect of the spell.

If *reduce ambient light* is cast on a fixed object in a settlement, then both the range and duration of the darkness are doubled between the hours of dusk and dawn, though if dawn arrives after the spell's normal duration would have expired, the spell then ends at dawn.

This spell does not stack with itself, *darkness* or *deeper darkness*.

## Restlessness

**School:** Necromancy [curse]; **Level:** Bard 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 standard action

**Components:** V

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

**Target:** One living creature

**Duration:** Permanent

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

The target of *restlessness* must move a distance of at least 100 feet every minute. The distance moved is not relevant to satisfying the urge of the spell so long as the target spends no more than half its time of any given minute in any single 5-ft. square (pacing between two squares satisfies the requirement of the spell). If a minute passes and the target fails to satisfy this requirement, the target is surprisingly tired, suffering a -2 penalty to both its Strength and Constitution scores. If another minute passes without satisfying the requirement, the target is fatigued. If the target is fatigued and fails to meet the movement requirement within a minute, the target is exhausted.

An exhausted target failing to meet the movement requirement of *restlessness* takes 1d6 nonlethal damage each minute until it becomes unconscious. An unconscious target suffering from the curse of *restlessness* suffers no additional penalties and typically falls asleep. A sleeping target suffering from the curse of *restlessness*

has fitful dreams of being unable to get away from indiscernible pursuers though the target heals from sleep normally.

Magical means of curing hit point damage, ability damage, and other forms of healing continue to work on the target normally.

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.

If you cast *restlessness* on a target while you and the target are within the generally recognized borders of the target's home settlement, the save DC is increased by +2 and the target gains a compulsion (which is a mind-affecting effect) to avoid its own home except to sleep. For each consecutive waking hour spent at its own home, the target must succeed on a Will save or gain the paranoia insanity which persists until the target next awakens. While paranoid, the target will not voluntarily remain in its home, even to sleep, convinced that doing so will prove fatal. The target will fight to the death, if necessary, to prevent being forced against its will to remain in its home during these episodes.

## Roof Runner

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

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

For the duration of the spell you gain a +4 competence bonus to Acrobatics checks made to jump or keep your balance, Climb checks made to scale walls, sides of buildings and the like, and Perception checks to notice dangers or opportunities associated with traversing the spaces between buildings (or similar structures). Other uses of those checks (such as Perception checks that might be called for to notice someone trying to hide in an area that has nothing to do with your moving from rooftop to rooftop) are not modified by *roof runner*.

## Royal Naga Soul

**School:** Necromancy [evil]; **Level:** Sorcerer/Wizard 6, Witch 6

**Casting Time:** 6 hours

**Components:** V, S, M (both eyes from a royal naga)

**Range:** Personal

**Target:** You

**Duration:** 1 day/2 levels

You gain unusual power over the minds of others. The duration of the casting of *royal naga soul* need not be continuous, but all the hours of casting must be completed within 12 hours once you've begun. At the conclusion of every hour of casting, you gain a +1 enhancement bonus to Charisma, to a maximum of +6 when you finish casting. If you do not complete the casting, this bonus to Charisma ends.

When you finish casting the spell, you gain the following spell-like abilities:



### *Scents of Home*

Constant – *see invisibility*

3/day each – *charm monster, suggestion, enthrall, charm person, daze*

To determine the save of a spell-like ability, treat the ability as if it were a spell that you cast from your own list; however, you always treat your Charisma score as your spell-casting ability for these spell-like abilities.

You also gain two gaze attacks. One of your gaze attacks causes permanent blindness, the other causes permanent deafness; you can switch from one to the other as a move action. Using a gaze attack is a standard action, the target must succeed on a Fortitude save to negate the effect (DC 10 + 1/2 your level + your Charisma modifier).

Some royal nagas dwell in cities or kingdoms; if the material components of this spell were taken from a naga in such a settlement, then, whenever you use one of the spell-like abilities or a gaze attack granted by this spell within that same settlement, the save DC is increased by +2.

### **Scents of Home**

**School:** Divination; **Level:** Bard 3, Cleric/Oracle 3, Druid 3, Inquisitor 3, Ranger 2, Shaman 3, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Personal

**Target:** You

**Duration:** 8 hours/level

You gain supernatural insight based upon your familiarity with a place's odors and the powerful connections between memory and scents. Whenever you successfully make a Perception check to note odors in a settlement

with which you are familiar (which may happen without your direct intention; the GM is encouraged to use this facet to divulge information), you automatically attempt a relevant Knowledge check with a +4 insight bonus to the check, to learn something about your perception.

For instance, you've been on the road for weeks and upon return to a large town you know well, you note the faraway scent of a peculiar incense used at a temple in town. Your Knowledge (local) check reveals that this incense indicates the beginning of a festival (or marks the mourning of a revered dead leader, or is used to warn the inhabitants of an upcoming attack, etc.).

Druids, rangers, shamans and witches often gain the benefits of this spell in the wild (though perhaps not urban druids and urban rangers); however, if they spend substantial time in cities, the benefits could apply there as well.

Characters with specific reasons may gain the +4 insight bonus to other skill checks. For instance, a multiclass rogue/sorcerer who spends a great deal of time chatting with folks to gather information may very well note odors on the clothing or in the hair of people and have an uncanny ability to know more than is being immediately revealed. This could translate into a bonus on a Diplomacy or other check.

### **Scroll Adept**

**School:** Transmutation [evil]; **Level:** Bard 4, Cleric/Oracle 5, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 minute

**Components:** V, S, F (a preserved ratling's hand)

**Range:** Personal

**Target:** You



**Duration:** 10 minutes/level

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

You can cast any spell from a magic scroll as though that spell were on your spell list; treat your own spellcasting ability modifier as the appropriate spellcasting ability modifier for the spell in question. All of the other limitations of casting spells from scrolls apply (i.e. you must succeed at a caster level check if your own caster level is lower than the scroll spell's caster level, etc.). Mishaps may occur.

While *scroll adept* is in effect, you have powerful urges to consume humanoid children and elderly humanoids. If an opportunity presents itself (as determined by the GM) for you to abduct or kill a child or an elderly person you could eat, you must succeed at a Will save or you are compelled to focus your attention on that task instead of whatever other tasks you had intended to pursue (treat this as though you were subject to *lesser geas* for the remainder of the duration of the spell).

No one has yet discovered an alternative focus for this spell and so the disturbing side effect remains. Until such time as someone does make this discovery, clearly only evil spellcasters would even consider using it.

### Scry via Mirror, Lesser

**School:** Divination (scrying); **Level:** Bard 3, Cleric/Oracle 4, Sorcerer/Wizard 3, Witch 3

**Casting Time:** 1 minute

**Components:** V, S, F (magic mirror)

**Range:** See text

**Effect:** Magical sensor

**Duration:** 1 minute/level

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

By casting *lesser scry via mirror* you gain the ability to observe things from any distance (but only on the same plane of existence). However, you are limited to only using other mirrors as sensors. When you cast this spell, you choose another known mirror (which could include, for instance, a perfectly still pond or puddle somewhere, the surface of a liquid in a bowl, etc.) and it serves as the point from which you may gaze. You look into the magic mirror that is the focus of this spell, and look out of the mirror you've chosen. What you see appears on the surface of your magic mirror. You cannot choose a mirror if you aren't aware of its existence (you cannot guess that there may be a pond near an enemy's camp, for instance, or that there might be a mirror in a prince's map room).

The sizes of both your magic mirror and the mirror you choose to view limit what you can see (it is as though your focus mirror is a window on an otherwise solid wall, and what you see outside is whatever anyone would see if his eyes were where the other mirror is located). What you see also depends upon the lighting conditions in the region on the other side (if you choose a full-length mirror in the queen's dressing room and the mirror is covered by a gown when you cast the spell, you will see fabric if you see anything at all). You can see whatever someone at the location of the other mirror could see; however, intelligent creatures (those with an Intelligence score of 3 or higher) you might view are allowed saving throws, and if a creature saves against this spell, that creature is aware

that it is being scried upon and with a successful Perception check (DC equal to this spell's DC -5) knows which mirror is being used as a sensor. (Because the mirror on the other side is likely fixed, anyone noticing could simply move away from the field of vision or could even break the mirror, turn it toward a wall, or use any other of many means to disrupt your spell.)

The focus of this spell is usually designed via *prepare magic mirror*.

### Scry via Mirror

**School:** Divination (scrying); **Level:** Bard 5, Cleric/Oracle 6, Sorcerer/Wizard 5, Witch 5

**Casting Time:** 1 round

**Components:** V, S, F (magic mirror)

**Range:** See text

**Effect:** Magical sensor

**Duration:** 10 minutes/level

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

In most respects, this spell functions as *lesser scry via mirror*. In addition to the changes above, you also gain the ability to see through the other mirror as though you had low-light vision, and, within 60 feet of the other mirror, as if you had darkvision. Intelligent creatures (creatures with an Intelligence score of 3 or more) you might view are allowed saving throws, and if a creature saves against this spell, that creature is aware that it is being scried upon and with a successful Perception check (DC equal to this spell's DC) knows which mirror is being used as a sensor.

### Scry via Mirror, Greater

**School:** Divination (scrying); **Level:** Cleric/Oracle 8, Sorcerer/Wizard 7, Witch 7

**Casting Time:** 1 standard action

**Components:** V, S, F (magic mirror)

**Range:** See text

**Effect:** Magical sensor

**Duration:** 1 hour/level

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

This spell functions as *scry via mirror*. In addition to the changes above, you also gain the ability to use any of the following through the mirror: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *detect secret doors*, *detect thoughts*, *message* and *read magic*. Intelligent creatures (creatures with an Intelligence score of 3 or more) you might view are allowed saving throws, and if a creature saves against this spell, that creature is aware that it is being scried upon and with a successful Perception check (DC equal to this spell's DC +5) knows which mirror is being used as a sensor.

### Seize Fiendish Familiar

**School:** Enchantment (compulsion) [mind-affecting] [evil]; **Level:** Sorcerer/Wizard 7

**Casting Time:** 1 standard action

**Components:** V, S, M (2,000 gp gem)

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

**Target:** One spellcaster with a familiar

**Duration:** Instantaneous; see text

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

You target a spellcaster who has a cacodaemon, imp or quasit as a familiar who must succeed on a saving throw or dismiss its familiar. If the spellcaster fails its Will save and dismisses its familiar, the familiar then must succeed on a Will save or become bound to serve you.

The familiar does not serve you willingly, but it is compelled by magic to do so. Treat the familiar as if it were affected by *dominate monster* (which has a duration of 1 day/level). When this aspect of the spell expires, the familiar is released to its own devices.

Fiendish familiars are often eager to be released from their bondage as a familiar, especially those who have lived for a while in cities full of opportunity. If *seize fiendish familiar* is cast in a settlement, add the size modifier (if positive) to the DC of the spellcaster's saving throw but if the spellcaster fails its save, add that same modifier to the familiar's save.

## Sewer Rat

**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 rat's tail)

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

For the duration of the spell you gain a +4 competence bonus to Climb, Stealth and Swim checks.

If you cast *sewer rat* in the sewers of a settlement and you are familiar with those sewers (as determined by the GM), the competence bonuses are +6 instead of +4.

## Shadow Tailor

**School:** Illusion (shadow) [shadow]; **Level:** Bard 1, Sorcerer/Wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, M (a scrap of high-quality black cloth)

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level (D)

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

When this spell is cast, shadow stuff wraps around the affected creature and clothes her in most flattering and appropriate garments. The clothing is controlled by the affected creature, and may change depending on their desires. Any gear, armor, or clothing worn may spoil the effect (an armored warrior will look strange with a black dinner suit over his plate mail) as the spell may cover, but not change the appearance of any other equipment worn. While clothed in the shadow attire, the affected creature gains +2 morale bonus on Bluff and Diplomacy checks because of that creature's splendid appearance.

If the affected creature is in its home settlement and that settlement's size modifier is higher than +2, then the affected creature gets the settlement's size modifier as its morale bonus instead.

## Shield of Flies

**School:** Conjuration (summoning); **Level:** Druid 2, Shaman 2, Sorcerer/Wizard 2, Summoner 2, Witch 2

**Casting Time:** 1 round

**Components:** V, S, M/DF (a bit of raw meat)

**Range:** Personal

**Effect:** One swarm of flies that remains around you

**Duration:** Concentration + 2 rounds

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

You summon a swarm of flies which surrounds you and occupies your space (if you are Large, all of the squares in your space are within the swarm's space; the spell fails if you are larger than Large). The swarm does not attack you. The flies surround you but move in ways that produce a cloud a couple feet away from you. Anyone adjacent to you (whether or not they are then also in the swarm) may target you normally. You have limited concealment (10% miss chance) to anyone not adjacent to you within 30 feet. You have concealment (20% miss chance) to those farther away. Note that the swarm itself is not difficult to see and some attacks made against the swarm might affect you. The constant motion of the flies produces the concealment effect; the magic of the spell is such that the flies somehow move in orchestrated ways so that it does not prevent you from seeing beyond the swarm (and so those against whom you have concealment do not automatically have concealment against you).

The swarm will attack others who move into its space; treat the swarm as a mosquito swarm but remove the bleed and disease special attacks.

If you cast *shield of flies* in an area where flies will naturally accumulate (a garbage heap, sewers, a swamp, etc.), then the swarm produced by the spell occupies a 15-ft. square (in effect, the swarm's size is Huge instead of Large, but none of the swarm's combat statistics change). In this case, you have concealment (20% miss chance) against those within 30 feet who are not adjacent to you, and total concealment (50% miss chance) to those farther away.

## Stone's Throw

**School:** Transmutation [earth]; **Level:** Druid 0, Magus 0, Sorcerer/Wizard 0

**Casting Time:** 1 standard action

**Components:** V, S

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

**Target:** One small stone (about a cubic inch in size)

**Duration:** Instantaneous

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

There must be a stone within range for the spell to have effect; it may be part of a cobblestone street or part of a stone wall, or it can be simply loose. The stone flies from its current location toward a target of your choice which must also be within the spell's range. You must succeed on a ranged attack to hit the target. If the stone is part of a larger collection and is not loose, then you receive a -4 penalty on your ranged attack. If you hit, the target suffers 1 point of bludgeoning damage.



## Stunning Silence

**School:** Evocation [sonic]; **Level:** Bard 3, Bloodrager 4, Magus 4, Sorcerer/Wizard 4, Witch 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a sliver of an elephant tusk)

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

**Area:** 20-ft.-radius spread; see text

**Duration:** Instantaneous

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

You produce an overwhelming blast of very low-pitched sound in the area; this sound permeates solid matter and affects creatures above and below ground and around corners or walls. Creatures in the area are deafened and stunned for 1d4+1 rounds; those that save instead suffer a -4 penalty on Perception checks to hear for the same 1d4+1 rounds and are staggered for 1 round.

For reasons best left dark, if *stunning silence* is used in a crowded area, such as a tavern or busy street, the DC of the save is increased by +1 for every 5 affected creatures in the area.

## Sweet Talk the City Guards

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

**Casting Time:** 1 standard action

**Components:** V, S

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

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

**Duration:** 10 minutes/level

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
This spell functions like *charm person*, except that it affects a number of creatures whose combined HD do not exceed your level. If there are more potential targets than you can affect, you choose them one at a time until you must choose a creature with too many HD to affect. A creature with less than 1 HD is treated as a 1 HD creature for purposes of this spell.

If you cast this spell within the jurisdiction of a city's watch, at the city's gates, the keep's guard station, the entrance to the port, or any similarly identifiable location where there are city guards or their equivalent, then you may affect an additional number of targets whose combined HD do not exceed half your level.

## Telepathic Guards

**School:** Divination; **Level:** Sorcerer/Wizard 5

**Casting Time:** 1 round

**Components:** V, S, F (one earring per target)

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

**Targets:** One willing guard per 2 caster levels, no two of which can be more than 30 ft. apart

**Duration:** 1 hour/level

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

*Telepathic guards* functions as *telepathic bond* except that the targets must all be legally appointed guards of a city, keep or similar environment. The bond works within the city wherein the targets are appointed as guards, and extends for one mile beyond any of the city's gates or established entrances. During the casting, one earring is

given to each target. If any guard removes, loses or otherwise does not wear its earring, that guard is removed from the telepathic link; if it puts the earring back on, it re-establishes the link. The earring does not function for anyone other than the guard to whom it was given during the casting. Each earring will detect as magic (as if it were the spell itself) while the spell is in effect; it does not take up an item slot for the wearer.

## Thorny Protection

**School:** Conjunction (creation); **Level:** Druid 2, Ranger 2

**Casting Time:** 1 standard action

**Components:** V, S, M (an ivy leaf)

**Range:** Touch

**Target:** Window or door touched

**Duration:** 2 hours/level

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

Casting *thorny protection* covers the region around a door's or window's frame with thorny ivy. Anyone coming in contact with this ivy must succeed on a Fortitude save or suffer 1d4 points of piercing damage and gain a painful rash leaving the target sickened until the damage it took from the thorns is healed.

Anyone attempting to enter the targeted door or window must succeed on an Escape Artist check to enter without touching the ivy; for a door, the DC is equal to the save DC of this spell, for a window, add +10 to the DC for a door.

Anyone with the woodland stride ability is unaffected by the ivy created by this spell.

A cleric with the plant domain gains access to this spell as a 2nd level cleric spell.

## Tiefling's Resistance

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

**Casting Time:** 1 standard action

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

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

*Tiefling's resistance* functions as *resist energy* except that you gain resist cold 5, resist electricity 5, and resist fire 5.

If you cast this spell in a settlement or area where tieflings are normally prevalent (per GM adjudication) the effect of the magic of their presence increases the duration of your spell to 10 minutes/level.

## Transfer Possessor

**School:** Necromancy [see text]; **Level:** Cleric/Oracle 6, Sorcerer/Wizard 6

**Casting Time:** 1 standard action

**Components:** V, S, DF

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

**Targets:** A possessor and one possessed creature or object and one living creature or object within 30 ft.

**Duration:** Instantaneous

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

You force a possessing being to leave the creature or object it possesses and transfer to another creature or object. Both the creature or object currently being possessed and the creature or object into which you intend to force the possessor must be within range and within 30 ft. of one another.

The possessing being remains if it succeeds on a Will save, otherwise it is transferred to the object or creature you designate. If the possessor cannot possess the creature or object you intend to transfer it to, it instead returns to its own body (if it has one, and the body is living and on the same plane) or is ejected to another plane, set adrift or slain (per GM adjudication). If the creature into which you intend to transfer the possessor does not wish to be possessed it is permitted a Will save; if that save succeeds, this spell fails. If the object into which you intend to transfer the possessor is attended or is normally permitted saving throws, it or its attending owner is permitted a Will save; if that save succeeds, this spell fails. If the object is not normally permitted saving throws, it does not get a save, but if it is an object which cannot be possessed, this spell fails. An intelligent creature or object can choose to be a willing target into which the possessor will be transferred (and it is possible that the intelligent creature or object could be tricked or persuaded into being a willing target).

If you cast *transfer possessor* in a church, consecrated or other holy place, add +4 as a profane or sacred bonus (based upon the alignment of the location) to the DC of the possessor's saving throw and to your caster level check to overcome the possessor's spell resistance (if it has spell resistance). In this case, the spell gains the evil descriptor if the bonus is profane and the good descriptor if the bonus is sacred. If the location (or its associated power) does not determine the bonus type you must choose it.

## Transfuse Impurity to Undead

**School:** Necromancy; **Level:** Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Touch

**Targets:** One undead creature and one living creature

**Duration:** Instantaneous

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

You simultaneously touch an undead creature and a living creature and transfer diseases and poisons from the living creature to the undead creature. Because undead creatures are immune to both disease and poison, this transference effectively ends the disease or poison for the living creature and dissipates it harmlessly. No caster level check is required, the disease or poison simply transfers to the undead creature and stops affecting the living creature. If there is more than one disease or poison affecting the living creature, you declare when you cast the spell which diseases or poisons will be transferred; you may transfer a total number of diseases and poisons equal to half your caster level.

The living creature must succeed at a Fortitude save or it suffers 1 negative level (and the DC to remove this negative level is the DC of this spell). The undead creature



## Transfuse Impurity to Undead

must succeed at a Will save or it loses some of its potency for 1d4 hours (apply the Young Creature template to the creature while it is so afflicted).

No creature can be the target of this spell more than once in a 24-hour period.

If *transfuse impurity to undead* is cast in a settlement's well-tended place of the dead (such as a graveyard, a crypt or a similar location), the DCs of the saving throws (including the save to remove the negative level, should that be required) are reduced by -2.

If you are a necromancer, you may transfer a number of diseases and poisons equal to your level when you use this spell.

## Travel via Crowd

**School:** Conjuration (teleportation); **Level:** Bard 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V

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

**Target:** You

**Duration:** Instantaneous

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

You step into a crowd, disappearing into it and reappearing in an open space in range that is adjacent to the crowd. When you use *travel via crowd* you may move



both before and after you cast the spell if the total distance you move is not more than one-half your normal movement (in most cases, this might mean moving 5 feet, teleporting through the crowd and then moving another 10 feet). If you move more than half your movement before casting the spell you cannot move after you cast the spell. You do not have to have line of sight to the space into which you move, but if there is no open space in the area you select, the spell fails. If you do not have line of sight to the space to which you are attempting to move, use the table in the description of the *teleport* spell to determine whether you arrive in the correct space, but consult the following: if you get a result of *On Target* you arrive in the space you desire; if you get a result of *Off Target* you appear in an unoccupied space within 1d6 spaces in a random direction of the space you intended; if you get a result of *Similar Area* the spell fails; and if you get a result of *Mishap* the spell fails and you suffer 1d10 damage.

While the spell is usually used to move through a crowd of people, *travel via crowd* could also be used to move through a crowd of other living animals or non-plant creatures as well provided that crowd is also typically found in an area that is common for that settlement (such as deer in a northern town, monkeys in a city near a jungle, etc.). Whether the creatures chosen could constitute a crowd is subject to GM adjudication.

If you cast *travel via crowd* in a settlement you know well, then the range is doubled and if you roll on the table in the description of the *teleport* spell subtract 1%/level from your roll.

## Unarmed

**School:** Illusion (glamer); **Level:** Alchemist 1, Antipaladin 1, Bard 1, Inquisitor 1, Magus 1, Ranger 1, Sorcerer/Wizard 1, Witch 1

**Casting Time:** 1 standard action

**Components:** S

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Saving Throw:** Will disbelieve (see text); **Spell Resistance:** No

You alter the appearance of your weapons and any other items carried as part of your gear such that they appear to others to be something other than what they are. The extent of the change is up to you; you may affect some or all of your weapons and gear. Unlike *disguise self* your own appearance does not change.

A creature that interacts with your weapons or gear gets a Will save to recognize the illusion. If you attack a creature with one of your weapons while it is disguised as something else, the target of your attack automatically saves immediately after you attack. Others witnessing the attack gain a +4 on their save.

## Unflankable

**School:** Conjuration (creation) [force]; **Level:** Bard 3, Bloodrager 3, Magus 3, Sorcerer/Wizard 3

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 10 ft.

**Effect:** One force bundle/level (maximum of 10)

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

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

You bring into being several barely visible, energetic, wavering bundles of force. For the duration, each of these bundles of force occupies a portion of a 5-foot space you designate within 10 feet of you. Each bundle can occupy only one 5-foot square. For combat purposes, treat each bundle as a Small-sized object; each has hardness equal to 10 + your caster level, AC 10, and a number of hit points equal to 5 times your caster level. The bundles are nearly invisible (Perception DC 30 to notice) to everyone but you; if a creature cannot see a particular bundle then treat that bundle as invisible with respect to that creature if the creature attempts to attack it. A creature using *see invisibility* or a similar ability can see the bundles as well as you can. The bundles themselves cannot attack and cannot be used by you to push creatures. You cannot use the bundles for other purposes such as to walk upon them to get over fences, use them to smother fires, etc. Each bundle's form is constantly changing.

When you move, each of the bundles remains in its relative position to you; however, because you cannot use them to push creatures, if you move into a location a bundle cannot occupy, it moves to the nearest legal space (at your discretion). If there is no legal space into which a bundle could move as a result of your movement, then it winks out of existence and is not replaced. No two bundles ever occupy the same 5-foot square (except see below).

Each round on your turn, as a swift action, you can cause any number of the bundles to move from their current positions to other positions up to 10 feet away from you. When any given bundle of force moves it does not provoke an attack of opportunity and it can be moved through occupied spaces as its shape alters as it moves.

Creatures cannot move through a space occupied by a bundle of force unless it has some extraordinary or supernatural ability which allows it to do so or is specifically a creature able to share another creature's space.

If a bundle is between you and an attacker, it grants you a +4 shield bonus to AC and a +2 on Reflex saves from that attacker. If you are in the area of an area attack, each bundle of force within 5 feet of you grants you a +1 on your saving throw against that attack. The bundles of force may themselves be destroyed by the area attack (especially if the area attack in question ignores hardness). A bundle does not block line of sight but it may block line of effect (per GM adjudication).

Each round, as a standard action, you can cause two of the bundles to slam into one another giving off a blast of force in a 5-ft.-radius burst. One of the two bundles moves into the space of the other one; you determine which one moves and into which space. This blast eliminates the two bundles and causes 1d6/level (maximum 5d6) to each creature in the area (Reflex save for half damage). If only one bundle remains, this offensive option is unavailable.



Originally designed by wizards attempting to move through crowded cities unmolested, *unflankable* produces 1 extra bundle whenever it is cast in an urban environment (though the maximum is still 10) and the duration is doubled.

## Unholy Projection

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

**Casting Time:** 10 minutes

**Components:** V, S, M/DF (a *berbalang's* wings)

**Range:** Personal

**Target:** You

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

**Saving Throw:** None;

**Spell Resistance:** No

You enter a trance that separates your spirit body from your physical body. Your current hit points split in half between your physical body and your spirit body. Your spirit body gains the incorporeal subtype and special ability; otherwise, it retains the same statistics as your physical body with the following changes: its AC is 10 + your Dexterity modifier, deflection and dodge bonuses, and you gain a single incorporeal touch attack that deals 1d4 Constitution damage on a hit as your sole attack. Your projected spirit can travel no more than 1/4 mile/level away from your physical body. Because your actual physical body is only partially in existence when in this state, it gains *displacement* as the spell. When separated in this way, your physical body is unconscious and helpless. If your physical body is injured while in this state, your separated projection immediately returns to its body, and the body loses *displacement*. If your physical body is slain, your spirit body immediately dies as well. If your spirit body is reduced to 0 or fewer hit points, it returns to the physical body immediately. While in spirit form you can end the effect as a standard action, at which point your spirit immediately returns to your body. When your spirit form returns to your body, add both your spirit body's hit points and your physical body's hit points back together to determine your current hit point total.

Magic items on your physical body or spells previously cast that have sufficiently long duration that produce a deflection or dodge bonus, or that affect you mentally, maintain their effectiveness over your spirit body so long as your physical body remains alive. Other items (magical armor, rings that modify spells, etc.) have no effect on your spirit body and you cannot use them while in your spirit body form (though the armor still protects your otherwise helpless physical body).

If you cast *unholy projection* within two miles of a settlement with which you are very familiar, then the distance your spirit body can travel is doubled.



## Urban Elusion

### Unlock

**School:** Transmutation; **Level:** Inquisitor 1, Sorcerer/Wizard 1

**Casting Time:** 1 round

**Components:** V, S, F (a thief's pick or similar tool)

**Range:** Touch

**Target:** One lock

**Duration:** Instantaneous

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

You open one non-magical lock. Unlike *knock*, *unlock* has an effect on exactly and only one lock. *Unlock* has no effect on anything affected by *arcane lock* or *hold portal* or on stuck or held doors (so even if *unlock* is used to open a lock on a door affected by *arcane lock*, the effect of *arcane lock* is not overcome by unlocking the lock and so *unlock* does not allow the caster to bypass the protection of *arcane lock*). It does not open chests, trick-boxes, secret doors or anything of the kind (though if a chest were locked, this spell could unlock that lock). Like *knock*, you must succeed on a caster level check against the DC of the lock in order for the spell to work. You gain a +10 bonus on this check; if you cast *unlock* on a lock you own, you gain a +20 bonus on this check instead. If you are trained in Disable Device you gain a competence bonus on your check equal to half your ranks in that skill.

### Urban Elusion

**School:** Transmutation; **Level:** Druid 2, Ranger 1

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level



You are able to move through urban environments as though they were wilderness. Each of your class features which normally operates in a natural environment operates in an urban environment whenever you are subject to this spell. For example, using woodland stride, a druid under the effect of *urban elusion* could move through a city's trash-crowded alleyways like they were a briar patch.

In addition, while you are in an urban environment, you gain a +4 insight bonus to your Survival checks whenever you are following tracks and to your Escape Artist checks and Reflex saves to avoid being trapped, held, slowed or otherwise having your movement impeded.

### Verbosity Marks Deception

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

**Casting Time:** 1 standard action

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

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

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

The touched target becomes exceptionally verbose whenever it lies, and, the greater the extent of the lie, the more verbose the target becomes. The reverse is not necessarily true, a canny victim might attempt to hide the curse by simply being excessively loquacious all the time. The target remains perfectly capable of lying, disguising the truth, or simply speaking honestly. However, when the target does stretch the truth, lie, or even attempt to deceive non-verbally, she finds herself compelled to explain, elaborate, exaggerate, and the like.

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.

If the spell is cast in a settlement, add the higher of the settlement's corruption or lore modifiers to the DC of the save and also to the DC whenever someone attempts to lift the curse (where applicable).

### Versatile Item User

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

**Casting Time:** 1 round

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

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

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

You gain the ability to use any spell trigger or spell completion item as if its spells were on your spell list. Treat your caster level when using these items as three less than your actual caster level.

If the settlement wherein you cast *versatile item user* is or was the home of the doppelganger whose blood is the component of the spell, then treat your caster level when using these items as one less than your actual caster level.

### Wake the Dead

**School:** Necromancy [sonic]; **Level:** Bard 6, Sorcerer/Wizard 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 60 ft.

**Area:** 60 ft.-radius burst

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

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

You release a supernaturally loud, ear-splitting shriek of terror. Living creatures in the area suffer 8d6 sonic damage and are deafened for 4d6 rounds. A successful Fortitude save negates the deafness and reduces the damage by half. Anyone failing the Fortitude save must also succeed on a Will save or become frightened for 1d6 rounds. Fleeing creatures who are deafened (and who have little or no experience running while deaf) must succeed on Acrobatics checks while moving because they are unsteady (base DC is 0, see the skill description) and suffer a -4 on those checks.

Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

A formerly living humanoid creature with the dead condition is treated as though subject to *raise dead* with that spell's limitations and several important additional limitations described here. The individual's life is restored only temporarily (1 minute per caster level) and the restored individual is immediately aware of this. If the creature was a spellcaster, it loses all of its prepared spells or unused spell slots. The creature receives a number of temporary hit points equal to your caster level. Such creatures are not under your command and may very well be angry about being roused from the dead (especially as the condition is temporary and they will experience whatever pain is associated with whatever state their body is in). However, they are also not necessarily hostile and may wish to communicate with you or even assist you while they remain briefly alive. Finally, unlike *raise dead*, any formerly living humanoid creature with the dead condition subject to this spell is permitted a Will save to avoid being affected.

When *wake the dead* ends, all creatures that had the dead condition prior to the spell's effect immediately regain the dead condition (and are treated as though killed outright by a spell). There is no saving throw or spell resistance to this effect. Creatures that are temporarily alive in this way do not have the dead condition and so are not able to benefit from *raise dead*, *resurrection* or similar magic while they are temporarily alive; they are also not undead. They cannot be healed by any means. A *miracle* or a *wish* could return a temporarily alive creature to its fully alive state (and therefore the creature would not be affected when *wake the dead* ends).

Creatures (alive, dead or otherwise) within a *silence* spell or effect when *wake the dead* is cast are unaffected.

If *wake the dead* is cast in a cemetery, add the settlement's size modifier (if positive, as a resistance bonus; if negative, as a penalty) to all the saves for any creatures or objects that are subject to the spell if they are also within the cemetery. Larger, wealthier cities tend to have sturdier adornments in their cemeteries and the attention given to the bodies and the ceremonies associated with dead can serve as resistance to the urge of the spell to reanimate.

## Weasel Your Way Out

**School:** Conjunction (summoning) [see text]; **Level:** Bard 1, Sorcerer/Wizard 1, Summoner 1

**Casting Time:** 1 round

**Components:** S

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

**Effect:** 4 summoned weasels

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

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

Reputed to have been developed by a tiefling bard or sorcerer (the reports vary) who grew tired of being imprisoned on false charges, *weasel your way out* was designed to summon a team of helpful weasels to do things like acquire keys to cages, chew through ropes, distract guard dogs and the like. This spell summons 4 weasels, all of which have either the celestial (if you are good) or the fiendish (if you are evil) template (if you are neutral, you may choose either template). If you choose celestial, this spell has the good descriptor; if you choose fiendish, this spell has the evil descriptor.

The weasels appear where you designate and act immediately on your turn. They will not attack your opponents on your behalf (though they will attack to defend themselves). Instead, the weasels act to benefit you in other ways. For example, if you are confined by ropes, they will chew through the ropes to free you, if you are locked in a cell and can spot the key they will stealthily climb to the location of the key and bring it to you, and if you need to get past a guard they're happy to distract the guard for you. The weasels can act independently of one another, but they only act to achieve one end at a time, and only in concert (for example, if their mission is to free you from your ropes, they will all act toward that end, though they may do so in different ways). When you summon the weasels, as part of the casting, you must clearly intend a specific mission (though it need not have specific steps) such as "free me from these ropes" or "bring me the key" or "distract the guard dog." The magic of the summoning imparts the intention. If the intended act is carried out and the spell has not ended, you may impart another intention on your turn as a standard action which provokes attacks of opportunity.

Regardless of your level, the weasels remain for no more than 6 rounds (though this limit can be increased with feats, class abilities, other spells and the like), whether or not they've accomplished their tasks. They are not specifically trained and so cannot carry out tasks that normal weasels would not be able to accomplish (such as pour a bottle into a glass—though they could certainly knock over a bottle or glass).

## Wererat Curse

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

**Casting Time:** 1 standard action

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

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

**Target:** One living humanoid

**Duration:** Permanent

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

You transform the target into something akin to a wererat. The target does not actually have lycanthropy and isn't actually a wererat, but even a close observation will reveal that the target looks just as one would expect it to look if it were cursed with lycanthropy and were a wererat. The target gains low-light vision and scent, but gains no other traits of wererats. On nights of full moons, the target becomes even more feral-looking, gains a bite attack as a secondary attack (1d4 + 1/2 Str), and gains the ability to use Diplomacy to alter the attitude of rats and dire rats (this operates empathically and is not language-dependent). Particularly canny individuals might find advantages in having been cursed in this way, but most targets will find themselves victims of city dwellers eager to stamp out lycanthrope incursions.

As the target is not a lycanthrope, wards and attacks that are effective against lycanthropes are not effective (though silvered weapons will still cause harm, of course, as they are still weapons).

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.

If you are a witch with the moon patron or if you are a cleric whose deity is associated with the moon (or you have a domain associated with the moon), the DC of the save is increased by +2.

## Who's There?

**School:** Divination; **Level:** Bard 5, Inquisitor 5, Sorcerer/Wizard 5

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Touch

**Target:** One door or similar entryway

**Duration:** Concentration; see text

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

You place your bare hand upon a door and gain the ability to commune with that door. Each round that you maintain contact with the door, you may ask one question regarding one individual who has touched the door or moved through the doorway in the recent past (your ability to extract insight from the door extends into the past 1 day/level). Like *stone tell*, this spell might offer rather limited information as a door can only know so much. However, it can answer "yes" or "no" to questions about who has passed through the doorway if the questions are asked with sufficient specificity. It might also be able to answer a question such as "Has the man who left through this doorway this morning returned today?" However, if no man left through that doorway that morning, the door might reply with "yes" or with "no" as either could be a



reasonable answer, to a door. The material components of the door do not alter the effectiveness of the spell. However, spells or effects affecting the door might interfere with your ability to divine the information you seek.

## Wrecking Crew

**School:** Conjuration (summoning) [evil, lawful]; **Level:** Bard 3, Sorcerer/Wizard 3, Summoner 2, Witch 3

**Casting Time:** 1 round

**Components:** V, S, DF

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

**Effect:** 1d3+3 summoned vexgits gremlins

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

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

You summon a mob of vexgits. They appear within range where you designate and act immediately, on your turn. While they are capable of attacking your opponents, they are more useful as dismantlers. The vexgits will gleefully ruin a device that you designate and probably in short order.

If you cast *wrecking crew* in a settlement, add the larger of its economy or size modifiers (if positive) as a circumstance modifier to each summoned vexgit's Disable Device checks.

## Wrest Enchantment

**School:** Enchantment (charm or compulsion; see text) [see text]; **Level:** Bard 6, Shaman 7, Sorcerer/Wizard 7, Witch 7

**Casting Time:** 1 standard action

**Components:** V, S, F (a piece of copper wire shaped into a loop)

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

**Target:** See text

**Duration:** See text

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

When you cast *wrest enchantment*, you aim your spell at a creature currently subject to a charm or compulsion; however, the actual target of your spell is the creature exerting the control. That controlling creature can be anywhere (even on another plane). When you cast *wrest enchantment* you and that other caster (or other being capable of producing the enchantment effect you're trying to wrest) make opposed caster level checks. If you at least match the other caster's result on this check, the other caster loses control over the target and you gain that control. If you and the enchanted creature are on the same plane and the controlling creature is on another plane, you gain a +5 to your caster level check. If the creature currently subject to an enchantment is under the influence of an object, curse, or something other than a caster, then treat your check as a targeted dispel check (see *dispel magic*) and if you succeed you gain control over the enchanted creature. If you succeed and the spell or effect which you now are treated as having cast yourself is a spell which you are not high enough level to cast or which is not on your spell list, then the duration of your control is 1 round/2 levels and you must maintain concentration each round to remain in control. Otherwise, the duration

of *wrest enchantment* is whatever duration had remained of the spell you overtook.

For example, if the target had been a victim of *dominate person* and you succeed in your use of *wrest enchantment*, then you are treated as though you had cast *dominate person* on the target instead.

If you, the enchanted individual, and the original caster are within the same settlement and that settlement is both your normal residence and the enchanted individual's normal residence and you can see the former controller, then you may opt instead for *wrest enchantment* to function as *break enchantment* with regards to the enchanted target and also deal 1d6/level points of damage (maximum 15d6) to the former controller (who is granted a Will save for half damage). This damage is a mind-affecting effect.



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