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BATHFINDER ROLEPLAYING GAME COMPATIBLE Compendium Arcanum Volume 3: 2<sup>nd</sup> Level Spells





## CREDITS

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# Compendium Arcanum Volume 3: 2<sup>nd</sup> Level Spells

by Tim Wallace

## **ABOUT THE AUTHOR**

Tim Wallace is an aspiring d2o roleplaying game designer. His design credits include a large portion of the Pathfinder conversion of <u>Heroes of the Jade</u> <u>Oath</u> by Rite Publishing, the Martial Arts Guidebook (in development), and bits of indie design work that he has posted on the <u>Candlekeep</u> <u>Forums</u>. He also has a series of character sheets that he has designed over the years. You can read more from Tim on <u>Google+</u>, on <u>Twitter</u>, or on <u>his</u> blog.



# **ABOUT THIS BOOK**

A multi-variable spell is a spell which, once learned, you can cast as a spell one level higher or lower than the original spell. This mechanic was first introduced in **Monte Cook's Arcana Evolved**. Multi-variable spells gives spellcasters great flexibility and so Tim decided to begin by adding the Heightened and Diminished qualities to Pathfinder spells.

So, in addition to the normal Pathfinder spell details, you will see one or two new bits of text, specifically, either a "*Diminished Effects*" line, a "*Heightened Effects*" line, or both.

This is the 2<sup>nd</sup> book intended to include all spells from the Pathfinder Roleplaying Game Core Rulebook, Advanced Player's Guide, Ultimate Combat, and Ultimate Magic, now with heightened and diminished effects.

# DIMINISHED EFFECTS

This section describes changes to the spell if it is cast using a slot one Level lower than normal. You must be able to cast a spell at its regular Level before you can use the diminished effects. If you use a diminished effect, treat the spell as one level lower than listed for purposes of spell slot used, saving throw DCs, magic item pricing, and so on.

#### HEIGHTENED EFFECTS

This section describes changes to the spell if it is cast using a slot one level higher than normal. If you use a heightened effect, treat the spell as one Level higher than listed, for purposes of spell slot used, saving throw DCs, magic item pricing, and so on, regardless of what level slot you use. Spells that are 9<sup>th</sup> Level (or 6<sup>th</sup>-level alchemist-only spells or 4<sup>th</sup>-level paladin- or ranger-only spells) have no heightened effects.

# SPECIAL NOTES

- The spells listed are all 2<sup>nd</sup> level for the classes indicated. It was decided that since this book is JUST 2<sup>nd</sup> level spells including the number "2" with each spell description was redundant and unnecessary.
- 2. If a spell does not have a heightened or diminished option that line is omitted.
- Some spells combine multiple spells into one spell. These are indicated with a "merge" (<sup>1</sup>) icon and necessary details.

# ERRATA - 6/20/15

In the following spells replace the previous text with that shown below. Note that the spell descriptions in this book have already been updated and this page serves as a simple summary. of the updates.

#### **ACUTE SENSES**

Heightened Effects: The spell's target becomes creatures touched, and you divide the duration into 1-minute increments between any number of creatures touched.

## ALCHEMICAL ALLOCATION

**Diminished Effects**: The extract only duplicates the benefit of potions containing o- and 1st-level spells or extracts.

## BLUR

Heightened Effects: The spell's target becomes creatures touched, and you divide the duration into 1-minute increments between any number of creatures touched.

#### **CHAMELEON STRIDE**

**Diminished Effects**: The spell's range becomes personal, its target becomes touch, and the concealment only applies against ranged attacks.

**Heightened Effects**: The concealment provided by the spell becomes total concealment (50% miss chance) against ranged attacks.

## **DETECT THOUGHTS**

Heightened Effects: The spell's range becomes 40 feet, its area becomes a 40-ft.-radius emanation centered on you, and its duration becomes concentration, up to 1 minute/level. You can sift

through the surface thoughts of those around you. You may scan for either the answer to a simple question (such as "Where is the hidden lair of the wererats?") or for information on a general topic (such as the beliefs of an evil cult). You detect the number of creatures who are thinking about this question or topic within range, as well as their location if they are visible to you. Seek thoughts does not let you read actual surface thoughts, only if a given creature is thinking about the topic you are concentrating on. A successful Will save prevents you from sensing a creature's thoughts for the duration of the spell.

You can maintain concentration on seek thoughts while you engage in normal conversation, allowing you to ask leading questions about topics of interest. A creature conversing with you while you concentrate can notice that you are distracted with a successful DC 25 Sense Motive check.

**Notes** This spell combines the effects of the following spells: detect thoughts and seek thoughts.

## **FLAMING SPHERE**

Heightened Effects: You may direct the sphere to attempt a bull rush or overrun combat maneuver against a Large-sized or smaller creature. The sphere uses your concentration bonus as its CMB for these maneuvers. Even if the sphere does not overcome its opponent's CMD, it still enters the opponent's square.

#### GRACE

**Heightened Effects**: The spell's casting time becomes 1 standard action, its range becomes touch, and its target becomes one creature.

#### **ABLATIVE BARRIER**

School conjuration (creation) [force]; Classes alchemist, magus, summoner

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of metal cut from a shield) EFFECT

## Range touch

Target creature touched

Duration 1 hour/level or until discharged

Saving Throw Will negates (harmless); Spell Resistance

#### DESCRIPTION

Invisible layers of solid force surround and protect the target, granting that target a +2 armor bonus to AC. Additionally, the first 5 points of lethal damage the target takes from each attack are converted into nonlethal damage. Against attacks that already deal nonlethal damage, the target gains DR 5/—. Once this spell has converted 5 points of damage to nonlethal damage per caster level (maximum 50 points), the spell is discharged.

- Diminished Effects The range is reduced to personal.
- Heightened Effects The target is granted a +4 armor bonus to AC, instead of +2. Additionally, the spell is not discharged until a maximum of 100 points of damage have been converted.

#### **ACCELERATE POISON**

**School** transmutation [poison]; **Classes** druid, ranger, sorcerer/wizard

**Casting Time** 1 standard action **Components** V, S, M (a thorn)

EFFECT

CASTING

Range touch Target creature touched Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

You hasten the onset of poison in the target. If the poison normally has an onset time, its effects begin immediately. If the poison has no onset time, its frequency is doubled, requiring two saving throws and inflicting damage twice per round or minute, though its duration is halved. *Accelerate poison* does not change the cure condition for the poison. If the target is affected by more than one poison, you may choose which is affected if you administered the poison; otherwise, randomly determine which poison is affected.

- Diminished Effects If the poison has an onset time, the onset time is halved. If the poison has no onset time, it requires two saving throws and inflicts damage twice in the first round or minute, and its duration is reduced by one round or minute.
  - Heightened Effects If the poison has an onset time, its effects begin immediately, its frequency is doubled (inflicting damage twice per round or minute), and its duration is halved. If the poison has no onset time, its frequency is doubled (inflicting damage twice per round or minute) for the first half of its duration, its overall duration is not halved, and it's save DC is increased by +2.

## ACID ARROW

CASTING

School conjuration (creation) [acid]; Classes magus, sorcerer/wizard

**Casting Time** 1 standard action **Components** V, S, M (rhubarb leaf and an adder's stomach), F (a dart) EFFECT

Range long (400 ft. + 40 ft./level) Effect one arrow of acid Duration 1 round + 1 round per three levels Saving Throw none; Spell Resistance no DESCRIPTION

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18<sup>th</sup> level), dealing another 2d4 points of damage in each round.

> **Diminished Effects** The spell's range decreases to close (25 feet + 5 feet per two caster levels), and both initial and secondary damage fall to 1d4 points.

 Heightened Effects Each round the target takes acid damage, it also suffers 1 point of Strength damage.

## ACUTE SENSES [ERRATA]

School transmutation; Classes alchemist, bard, inquisitor, ranger CASTING Casting Time 1 standard action Components V, S, M (a glass lens)

EFFECT

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); Spell Resistance yes

DESCRIPTION

The target gains a +10 enhancement bonus on Perception checks. The bonus increases to +20 at caster level 8<sup>th</sup>, and +30 (the maximum) at caster level 16<sup>th</sup>.

Diminished Effects The initial bonus is reduced to +5, which increases to +10 (the maximum) at caster level 8<sup>th</sup>.

Heightened Effects The duration is increased to 10 min./level or the spell affects one creature per three caster levels. The spell's target becomes creatures touched, and you divide the duration into 1-minute increments between any number of creatures touched.

#### ADORATION

School transmutation; Classes sorcerer/wizard, witch CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute/level Saving Throw Will negates (harmless); Spell Resistance yes DESCRIPTION

The target of this spell is the subject of adoration by those whom it tries to affect with Diplomacy or during performance combat. If the target is out of combat, it receives a +2 morale bonus on all Diplomacy checks it makes to influence creatures. If the creature is engaged in performance combat (see *Ultimate Combat*, Chapter 3), the target gains a +2 morale bonus on all performance combat checks.

Diminished Effects The duration is decreased to 1 round/level (up to 5 rounds).

Heightened Effects The morale bonus increases to +4.

#### AID

School enchantment (compulsion) [mind-affecting]; Classes alchemist, cleric/oracle, inquisitor; Domains luck, tactics

#### CASTING

Casting Time 1 standard action Components V, S, DF EFFECT Range touch Target living creature touched Duration 1 min./level Saving Throw none; Spell Resistance yes (harmless)

DESCRIPTION

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10<sup>th</sup>).

> **Diminished Effects** The duration is only 1 round per level. Additionally, the target gains temporary hit points equal to 1d4 + 1 point per two caster levels (maximum 1d4+5).

Heightened Effects The range becomes close (25 feet + 5 feet per two levels). Additionally, the target gains a +2 enhancement bonus to Strength, Constitution, or Dexterity (your choice).

#### ALCHEMICAL ALLOCATION [ERRATA]

School transmutation; Classes alchemist

CASTING	
Casting Time 1 standard action Components S	N
EFFECT	
Range personal Target you Duration 1 round	2
DESCRIPTION	-

This extract causes a pale aura to emanate from your mouth. If you consume a potion or elixir on the round following the consumption of this extract, you can spit it back into its container as a free action. You gain all the benefits of the potion or elixir, but it is not consumed. You can only gain the benefits of one potion or elixir in this way per use of this extract.

- Diminished Effects If the spell contained in the potion or elixir has variable, numeric effects, they are decreased by half, including bonuses to those dice rolls. If the spell contained in the potion or elixir has variable, numeric effects, then instead its duration is decreased by half. The extract only duplicates the benefit of potions containing o- and 1<sup>st</sup>-level spells or extracts.
- Heightened Effects The duration of the extract increases to 10 min./level, and you can gain the benefits of one potion or elixir per your Intelligence modifier. Once you apply the extracts benefit to a number of potions or elixirs equal to your Intelligence modifier, the extract is expended.

#### ALIGN WEAPON

**School** transmutation [see text]; **Classes** cleric/oracle, inquisitor; **Domains** chaos, evil, good, law

ASTING
asting Time 1 standard action omponents V, S, DF
FFECT
ange touch
<b>arget</b> weapon touched or 50 projectiles (all of which nust be together at the time of casting)
uration 1 min./level
aving Throw Will negates (harmless, object); Spell
esistance yes (harmless, object)

DESCRIPTION

Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, *align weapon* is a chaotic, evil, good, or lawful spell, respectively. **Diminished Effects** The duration of the spell is reduced to 1 round/level.

Heightened Effects The duration of the spell is increased to 10 min./level and deals 2d6 damage to creatures of the opposing alignment.

#### ALLEGRO

School transmutation; Classes bard

CASTING Casting Time 1 standard action

Components V

EFFECT Range personal Target you Duration 1 round/level (D) or until discharged DESCRIPTION

This spell allows you to act more swiftly while maintaining a bardic performance. You must already be maintaining a bardic performance before you can cast *allegro*. You gain the benefits of the spell *haste* for as long as you maintain that bardic performance. If you cease maintaining the bardic performance or it is interrupted, this spell's duration ends. As an immediate action while you are maintaining a bardic performance, you can dismiss *allegro* to reroll a Reflex save or Dexteritybased skill check—you must choose to reroll before the result of the original roll is known. You must take the result of the reroll, even if it's worse than the original roll. *Allegro* dispels and is dispelled by *slow*.

- Diminished Effects You only gain the +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves from benefits of the spell haste and may not dismiss allegro to reroll a Reflex save or Dexterity-based skill check.
  - Heightened Effects The duration of the spell is increased to 1 min./level and you may make "dramatic pauses" in your performance to reroll a number of Reflex saves or Dexterity-based skill checks equal

to your Charisma modifier. Once you make a number of "dramatic pauses" equal to your Charisma modifier, the spell is expended.

#### ALLFOOD

School transmutation; Classes ranger		
CASTING		
Casting Time 1 standard action Components V, S, M (a pinch of salt and pepper)	•	
EFFECT		
Range touch Target object touched, weighing up to 5 lbs./level Duration instantaneous Saving Throw Will negates (object); Spell Resistan yes (object)	ce	
DESCRIPTION	199	

You can transform one object, weighing up to 5 lbs. per caster level, into an edible substance that any living creature can chew, swallow, and safely digest. This *allfood* always has a bland taste and slightly gooey consistency when chewed regardless of its original nature. One pound of *allfood* provides enough sustenance to support a Medium creature for an entire day.

Objects of similar nature in close proximity, such as a pile of rocks, count as a single object for the purpose of this spell. You cannot use this spell to transform objects with magical or other exceptional qualities. An object's hardness is considered to be o for the purposes of eating it, but it retains its normal hardness for all other situations, and becomes no more vulnerable to sunder attacks, break attempts, or any other action typically directed against objects. Objects such as hot coals or a burning torch continue to produce energy even after you transform them into *allfood* and if a creature attempts to eat such an object, it takes damage accordingly.

> Diminished Effects You can only transform a single object weighing 5 lbs. or less.

Heightened Effects When eaten, each pound of allfood also affects the consumer as if they were subject to a cure light wounds spell (using your caster level).

#### ALTER SELF

School transmutation (polymorph); Classes alchemist, bard, magus, sorcerer/wizard, summoner, witch CASTING

**Casting Time** 1 standard action **Components** V, S, M (a piece of the creature whose form you plan to assume)

EFFECT

Range personal Target you Duration 1 min./level (D)

DESCRIPTION

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

*Medium creature*: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

- Diminished Effects This spell allows only minor alterations to your form. You select and receive a single one of the following abilities: darkvision 60 feet, low-light vision, scent, and swim 30 feet, Small size, or Medium size.
  - Heightened Effects You may cast this spell on a willing subject. The subject receives a single one of the following abilities: darkvision 6o feet, low-light vision, scent, and swim 3o feet, Small size, or Medium size. If unwilling, the subject gains a Will save against the effects, and spell resistance applies.

#### ANIMAL ASPECT

School transmutation (polymorph); Classes alchemist, magus, druid, ranger, sorcerer/wizard CASTING

**Casting Time** 1 standard action **Components** V, S, M/DF (a part of the animal)

EFFECT Range personal

Target you
Duration 1 minute/level (D)

Saving Throw none; Spell Resistance yes (harmless) DESCRIPTION

You gain some of the beneficial qualities of an animal. Your base form is largely unchanged and your size is unaltered, but some of your body parts are altered. Armor or gear you are wearing adjusts to your new shape for the duration of the spell. When you cast *animal aspect*, choose one of the following animals to gain the associated benefits.

- Frog: Your legs become elongated and muscular. You gain a +4 competence bonus on Acrobatics checks, and you always jump as if you had a running start.
- Gorilla: Your arms become long, flexible, and strong like those of a great ape. Your unarmed damage die type increases by one step, and you gain a +4 competence bonus on combat maneuver checks when making the grapple or reposition combat maneuver.
- Monkey: Your hands and arms become dexterous like those of a simian. You gain a +4 competence bonus on Climb checks, and you can throw objects as if you had the Throw Anything feat.
  - Otter: Your hands and feet gain webbing, and your lungs gain capacity, allowing you to move through the water with ease. You gain a Swim speed equal to half your speed, and all the benefits of having a swim speed. Additionally, you can hold your breath for 4 rounds per point of Constitution before being forced to make

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Constitution checks to keep holding your breath.

- Raccoon: Your hands become extremely dexterous, and your feet become padded. You gain a +2 competence bonus on Disable Device, Sleight of Hand, and Stealth checks.
- Raptor: Your legs become built for running speed, like those of a deinonychus. You gain an enhancement bonus of +20 feet to your base speed.
- *Tree Lizard*: Your hands and feet gain climbing claws and climbing pads. You gain a climb speed equal to half your normal'speed and all the benefits of having a natural climb speed.
- **Diminished Effects** The spells duration decreases to 1 round/level and all numerical values (i.e. bonuses to speed or skill checks) are halved.

Heightened Effects You can either gain two aspects at once or one aspect that adds effects to the aspects that animal aspect grants, as described below.

- *Frog:* You gain a Swim speed equal to half your normal speed, and all the benefits of having a swim speed.
- Gorilla: You gain a +2 competence bonus on Perception checks, and a +1 competence bonus on Fortitude saves.
- *Monkey:* You gain a +4 competence bonus on Acrobatics checks.
- Otter: Your swim speed increases to your full normal speed, and you need not make concentration checks to cast spells underwater.
- *Raccoon*: Your competence bonuses on Disable Device, Sleight of Hand, and Stealth checks increase to +4.
- Raptor: Your enhancement bonus to speed increases to +30 feet, and you gain the benefit of the Run feat.

- *Tree Lizard*: You gain a +4 competence bonus on Stealth checks.
- Merge Alert! This spell combines the effects of the following spells: animal aspect and greater animal aspect.

# ANIMAL MESSENGER

School enchantment (compulsion) [mind-affecting]; Classes bard, druid, ranger 1

CASTING	
Casting Time 1 minute	46
Components V, S, M (a morsel of food the anim	al likes)
EFFECT	11/ 25
Range close (25 ft. + 5 ft./2 levels)	The to
Target one Tiny animal	
Duration 1 day/level	
Saving Throw none; see text; Spell Resistance	yes
DESCRIPTION	Alexand

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

Diminished Effects The duration of the spell becomes only one hour per caster

level. This version of the spell is most often employed by spell users to send notes to their apprentices or to locals to ask a favor.

Heightened Effects The range becomes medium (100 feet + 10 feet per level) and the animal that appears can be Small or Tiny. The duration increases to one week \_ plus one day per level. Finally, the animal's base speed is increased by one-half and it receives the benefit of the *scent bane* spell. This makes it more likely to reach its destination without being disturbed by predators.

## **ANIMAL TRANCE**

School enchantment (compulsion) [mind-affecting, sonic]; Classes bard, druid

CASTING

**Casting Time** 1 standard action **Components** V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels) Targets animals or magical beasts with Intelligence 1 or

Duration concentration Saving Throw Will negates; Spell Resistance yes DESCRIPTION

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

- Diminished Effects Roll 1d6 to determine the total number of HD worth of creatures that you fascinate.
- Heightened Effects Roll 3d6 to determine the total number of HD worth of creatures that you fascinate.

## ARCANE LOCK

School abjuration; Classes sorcerer/wizard CASTING Casting Time 1 standard action Components V, S, M (gold dust worth 25 gp) EFFECT Range touch Target door, chest, or portal touched, up to 30 sq. ft./level in size Duration permanent Saving Throw none; Spell Resistance no

DESCRIPTION

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it. If the locked object has a lock, the DC to open that lock increases by 10 while it remains attached to the object. If the object does not have a lock, this spell creates one that can only be opened with a DC 20 Disable Device skill check. A door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. A *knock* spell does not remove an *arcane lock;* it only suppresses the effect for 10 minutes.

- Diminished Effects The spell's duration becomes one hour/level, with a Disable Device DC 15, or +5 normal.
- Heightened Effects You can set up a password or special key to allow anyone to negate the seal for 1 round.

## **ARROW ERUPTION**

School conjuration (creation); Classes ranger, sorcerer/wizard CASTING

Casting Time 1 standard action Components V, S, M (arrow or crossbow bolt) EFFECT

## Range long (400 ft. + 40 ft./level) Area 30-ft.-radius burst Duration instantaneous Saving Throw none; Spell Resistance yes

You create exact duplicates of the arrow or crossbow bolt you used to kill a creature in the previous round and launch one at enemy creatures within a 30-foot radius of the corpse. You can target one creature per caster level (maximum 15) within range of the burst and must make a single attack roll and apply it to each arrow. These duplicate arrows possess all the intrinsic magical properties of the arrow that killed the original creature as well as those passed on to it by your bow. They also enjoy the full benefit of any bonuses or modifiers you applied to the attack from other magical items, feats, and class or racial features. However, this spell cannot reproduce any spells or other limited-use magical effects that you used to enhance that particular attack. This includes such effects as the true strike spell, as well as any area spell you might have placed on the arrow by means of the arcane archer's imbue arrow class feature.

Diminished Effects The spells range is reduced to medium (100 ft. + 10 ft./level), its area is reduced to the 15-ft.-radius burst, and it can only target a maximum of 5 creatures within range of the burst.

Heightened Effects The original target does not have to die, and the spell can target a maximum of 25 creatures within range of the burst (including the original target).

#### ARROW OF LAW

School evocation [lawful]; Classes cleric/oracle, paladin CASTING

Casting Time 1 standard action Components V, S, DF (a holy symbol) EFFECT

Range close (25 ft. + 5 ft./2 levels) Effect arrow-shaped projectile of lawful energy Duration instantaneous (1 round); see text Saving Throw Will partial (see text); Spell Resistance yes

DESCRIPTION

You fire a shimmering arrow of pure order from your holy symbol at any one target in range as a ranged touch attack. A chaotic creature struck by an *arrow of law* takes 1d8 points of damage per two caster levels (maximum 5d8). A chaotic outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. This spell deals only half damage to creatures that are neither chaotic nor lawful, and they are not dazed. The arrow has no effect on lawful creatures.

- Diminished Effects A chaotic creature struck by an arrow of law takes 1d6 points of damage per two caster levels (maximum 5d6). A chaotic outsider instead takes 1d4 points of damage per caster level (maximum 1od4) and is not dazed.
- Heightened Effects A chaotic creature struck by an arrow of law also takes 1 point of temporary Strength or Dexterity damage (your choice). A chaotic outsider also takes 1d4 points of temporary Strength or Dexterity damage (your choice) and is dazed for 1d4 rounds.

## ASPECT OF THE BEAR

School transmutation (polymorph); Classes druid, ranger

CASTING Casting Time 1 standard action Components V, S, DF EFFECT Range personal

Target you Duration 1 minute/level

DESCRIPTION

You take on an aspect of a bear. You gain a +2 enhancement bonus to natural armor and a +2 enhancement bonus on CMB rolls. You can also perform bull rush, grapple, and overrun combat maneuvers without provoking attacks of opportunity.

Diminished Effects As above except that you still invoke attacks of opportunity when performing all combat maneuvers.

Heightened Effects The bonuses granted are increased to +4.

## AURA OF GREATER COURAGE

School abjuration [emotion]; Classes paladin

CASTING Casting Time 1 standard action Components V, S, DF EFFECT

Range personal Area 10-ft.-radius emanation centered on you Duration 10 minutes/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

When you cast this spell you strengthen your paladin's aura of courage. Until the end of its duration, all allies within that aura are immune to fear (magical or otherwise). If you do not have the aura of courage class feature, *aura of greater courage* has no effect.

Diminished Effects N/A.

Heightened Effects The area increases to a 20-ft.-radius emanation centered on you. All allies within 10 feet of you are immune to fear (magical or otherwise). All allies within 20 feet of you gain a +4 morale bonus on saving throws against fear effects.

**BADGER'S FEROCITY** 

В

School transmutation; Classes sorcerer/wizard CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one weapon/3 levels Duration concentration Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

This functions like *keen edge*, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon.

Diminished Effects The spell can only target one weapon or 50 projectiles, all of which must be together at the time of casting.

Heightened Effects The spell's duration increases to 10 min./level, but it can only target one weapon or 50 projectiles, all of which must be together at the time of casting.

#### BARKSKIN

**School** transmutation; **Classes** alchemist, druid, ranger, summoner; **Domains** defense, plant

CASTING Casting Time 1 standard action Components V, S, DF EFFECT

# Range touch

Target living creature touched Duration 10 min./level Saving Throw none; Spell Resistance yes (harmless) DESCRIPTION

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above  $3^{rd}$ , to a maximum of +5 at  $12^{th}$  level.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

- **Diminished Effects** The spell on grants only a +1 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus does not increase with caster level.
- Heightened Effects The spell's target changes to living creatures touched, but you divide the duration in 10-minute intervals among the creatures touched.

#### **BEAR'S ENDURANCE**

School transmutation; Classes alchemist, cleric/oracle, druid, magus, ranger, sorcerer/wizard, summoner cASTING Casting Time 1 standard action Components V, S, M/DF (a few hairs, or a pinch of dung,

from a bear)

EFFECT Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance

#### yes DESCRIPTION

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

- Diminished Effects You may target only yourself. The spell lasts only 1 round per level.
- Heightened Effects The spell grants a +6 enhancement bonus to Constitution, rather than only +4.

## BESTOW GRACE

School abjuration; Classes paladin CASTING Casting Time 1 standard action Components V, S, DF EFFECT Range touch

Target one good creature touched Duration 1 minute/level Saving Throw Will (harmless); Spell Resistance yes (harmless) DESCRIPTION

With this spell you can bestow your divine grace on another good creature for a short amount of time, infusing that creature with a portion of your holy virtue. When you touch the subject, you grant that creature a sacred bonus to its saving throws equal to its Charisma bonus (if any) on all saving throws.

> **Diminished Effects** You grant the creature a sacred bonus to its saving throws equal to equal to its Charisma bonus (if any) or +1, whichever is less. The maximum sacred bonus increases by 1 for every three caster levels above 6<sup>th</sup>, to a maximum of +4 at 18<sup>th</sup> level.

**Heightened Effects** You also grant the creature a sacred bonus to its AC equal to its Charisma bonus (if any).

## **BESTOW WEAPON PROFICIENCY**

School enchantment (compulsion) [mind-affecting]; Classes alchemist, antipaladin, cleric/oracle, magus, inquisitor, paladin, sorcerer/wizard, witch CASTING Casting Time 1 standard action Component V, S, M (pieces of shaved metal) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he

were proficient with that weapon. The weapon can be of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

- Diminished Effects The duration is reduced to 1 round/per level (maximum of 5 rounds).
- Heightened Effects The duration is increased to 10 minutes/level.

## **BLESS WATER**

DESCRIPTION

School transmutation [good]; Domains divine CASTING Casting Time 1 minute Components V, S, M (5 pounds of powdered silver worth 25 gp) EFFECT Range touch Target flask of water touched Duration instantaneous Saving Throw Will negates (object); Spell Resistance yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

- Diminished Effects The liquid only holds its positive energy for 1 round per caster level. This use of the spell is employed most often as part of a ceremony or ritual.
- Heightened Effects The damage dealt to undead evil outsiders increases to 2d6. If the liquid produced by this casting of the spell is used as a component for spells with the [good] descriptor, your effective caster level for those spells increases by 1.

## BLESS WEAPON

School transmutation; Domains glory
CASTING
Casting Time 1 standard action Components V, S
EFFECT
Range touch
Target weapon touched
Duration 1 min./level
Saving Throw none; Spell Resistance no
DESCRIPTION

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a *keen* weapon or a *vorpal sword*.

Diminished Effects The spell can be cast only on a melee weapon you personally wield. The duration lasts for 1 round per caster level, to a maximum of 5 rounds.

Heightened Effects The weapon glows as if subject to a light spell (shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step). If cast on a melee weapon (but not ammunition), the wielder gains a +1 morale bonus on saving throws against fear and negative energy effects.

#### **BLESSING OF COURAGE AND LIFE**

School conjuration (healing); Classes cleric/oracle, paladin

Casting Time 1 standard action Components V, S, DF EFFECT

.

Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 minute/level (see below) Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

With this prayer you provide long-lasting succor to a wounded creature. For as long as the effect lasts, the target receives a +2 morale bonus on saving throws against fear and death effects. At any time while the spell is in effect, the target can choose to end the spell as a swift action for a burst of healing energy. The target loses the saving throw bonus, but is healed of 1d8 points of damage +1 point per caster level (maximum +10).

- Diminished Effects The range is reduced to touch. If the target chooses to end the spell the target is only healed of damage equal to 1 point per caster level (maximum 5 points).
  - Heightened Effects The morale bonus is increased to +4. If the target chooses to end the spell the target is healed of 2d8 points of damage +1 point per caster level (maximum +15).

#### **BLINDNESS/DEAFNESS**

School necromancy [curse]; Classes antipaladin, bard, sorcerer/wizard, witch; Domains darkness CASTING

Casting Time 1 standard action Components V EFFECT

Range medium (100 ft. + 10 ft./level) Target one living creature Duration permanent (D) Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Diminished Effects The range is reduced to Close (25 feet + 5 feet per two caster levels). The effects of the spell wear off after one minute per caster level (maximum five minutes).

**Heightened Effects** If the target fails its save, it is both blinded and deafened.

# **BLISTERING INVECTIVE**

School evocation [fire, language-dependent]; Classes alchemist, bard, inquisitor

CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Area 30-ft. radius Duration instantaneous

Saving Throw Reflex partial, see text; Spell Resistance special, see below DESCRIPTION

You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make an Intimidate check to demoralize each enemy within 30 feet of you. Enemies that are demoralized this way take 1d10 points of fire damage and must succeed at a Reflex save or catch fire. Spell resistance can negate the fire damage caused by this spell, but does not protect the creature from the demoralizing effect.

- **Diminished Effects** Demoralized enemies only take 1d8 points of fire damage and do not catch on fire.
- Heightened Effects Each round the target takes fire damage (including that from catching fire), it also suffers 1 point of Dexterity damage.

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## **BLOOD BIOGRAPHY**

DESCRIPTION

School divination; Classes bard

CASTING	1 Person
Casting Time 1 minute Components V, S, M/DF (a s	crap of parchme
EFFECT	A Charles
Range touch	

Target one creature's blood or one bloodstain Duration instantaneous Saving Throw Will negates (see text); Spell Resistance no

You learn the answers to a specific set of questions about a creature so long as you have access to at least one drop of its blood. You can cast this spell on the blood of the living or the dead, but living or undead creatures are entitled to a saving throw to resist the spell. You can cast the spell on dried or fresh blood. Once you cast the spell the answers to the following four questions appear on any flat surface you designate (a wall, a piece of paper, and so on).

- Who are you? (The name by which the creature is most commonly known)
- What are you? (Gender, race, profession/role)
- How was your blood shed? (Brief outline of the events that caused its wound, to the best of the victim's knowledge)

• When was your blood shed?

These answers always appear in a language you can read even if the creature cannot speak that or any language. **Diminished Effects** The casting time is increased to 10 minutes and only one question (your choice) is answered.

Heightened Effects The duration of the spell changes to 1 round/level, and you are allowed to ask one question about the creature per caster level. Relevant questions include those mentioned above as well as: age, deity, employer, nationality, and similar such questions. The answers given will be 1-3 words, no more.

# **BLOOD TRANSCRIPTION**

**School** divination [evil]; **Classes** alchemist, magus, wizard, witch

CASTING

Casting Time 1 standard action Components V, S EFFECT

Range touch Target one dead spellcaster Duration 24 hours Saving Throw none; Spell Resistance no DESCRIPTION

By consuming 1 pint of blood from a spellcaster killed within the last 24 hours, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead spellcaster (this must be a spell on your spell list); you gain the knowledge of this spell for 24 hours. During this time, you may write it down (or teach it to your familiar, if you are a witch) using the normal rules for copying a spell from another source. Once you have learned it, you may prepare the spell normally.

- Diminished Effects The casting time is increased to 1 minute and you can only learn a 2nd-level or lower spell.
- Heightened Effects You can learn two spells available to the dead spellcaster (they must be spells on your spell list).

## BLOODHOUND

School transmutation; Classes inquisitor, ranger CASTING

Casting Time 1 standard action Components V, S, M (a drop of blood and a pinch of cinnamon) EFFECT

Range personal Target you Duration 1 hour/level DESCRIPTION

You gain the scent special quality, including the ability to track by scent. You receive a +8 competence bonus on Perception checks involving smell and a +4 competence bonus on Survival checks to track using scent. You take a -4 penalty on saving throws against odor-related effects such as the stench ability and *stinking cloud*. A creature under the effects of *bloodhound* can detect poison by scent with a DC 20 Perception check.

Diminished Effects You only receive a +4 competence bonus on Perception checks involving smell and a +2 competence bonus on Survival checks to track using scent. You take a -2 penalty on saving throws against odor-related effects such as the stench ability and stinking cloud. Your scent special quality only functions for corpses and badly wounded creatures (creatures with 50% or fewer hit points).

Heightened Effects The distances for the scent ability double (60 feet with no wind, 120 feet when up wind, and 30 feet when downwind). In addition, you can track by scent at your normal speed with a no penalty on the check, or at up to twice your normal speed with a –10 penalty on the check.

#### Compendium Arcanum Volume 3: 2<sup>nd</sup> Level Spells

# BLUR [ERRATA]

School illusion (glamer); Classes bard, sorcerer/wizard

Casting Time 1 standard action Components V	100
EFFECT	U.S.S
Range touch	
Target creature touched	al.
Duration 1 min./level (D)	C.
Saving Throw Will negates (harmless); Spell R	esistance
yes (harmless)	1
DESCRIPTION	

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Diminished Effects The spell's range is reduced to personal.

Heightened Effects The spell's target changes to creatures touched and you divide the duration in 1 minute intervals among the creatures touched. The spell's target becomes creatures touched, and you divide the duration into 1-minute increments between any number of creatures touched.

#### **BOILING BLOOD**

School transmutation; Classes bard, cleric/oracle, sorcerer/wizard, witch

Casting Time 1 standard action Components V, S EFFECT Range medium (100 ft. + 10 ft./level) Targets one creature per three levels, no two of which may be more than 30 ft. apart Duration concentration + 1 round/level (D) Saving Throw Fortitude negates (see text); Spell Resistance yes DESCRIPTION

The blood of the targeted creatures begins to boil. If a target fails its save, it takes 1 point of fire damage per round. This spell has no effect on creatures that don't have blood.

If a target has the orc subtype, it doesn't take fire damage and instead gains a +2 morale bonus to Strength.

Diminished Effects The range is reduced to close (25 ft. + 5 ft./2 levels) and can only target one creature.

Heightened Effects If the target fails its save, it takes 1d4 points of fire damage per round. If the target has the orc subtype, it instead gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC.

# **BROW GASHER**

School necromancy; Classes inquisitor, magus, ranger, sorcerer/wizard

**Casting Time** 1 standard action **Components** V, S

# Range touch

EFFECT

Area one slashing melee weapon touched Duration 1 round/level or until discharged Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object) DESCRIPTION

You imbue a slashing melee weapon with the ability to deal a gruesome head wound. When the target weapon hits a living creature, in addition to the normal effects of that hit, the wielder can discharge this spell as a free action to open a gash on the target's forehead that deals bleed damage equal to half your caster level. At the start of each of the target's turns, when it takes bleed damage, it also takes a cumulative -1 penalty on all attack rolls. When that penalty reaches -3, the target also treats all targets as having concealment (20% miss chance). When the penalty reaches -5, the target is blinded. Stopping the bleed damage ends the effects this spell imposes on the bleeding creature. A target that is immune to bleed damage is also immune to all this spell's effects.

- Diminished Effects The maximum penalty on attack rolls for bleed damage is -3.
   When the penalty reaches -3, the target still treats all targets as having concealment (20% miss chance).
  - Heightened Effects Each round the target takes bleed damage, it also suffers 1 point of Dexterity damage.

#### **BULL'S STRENGTH**

School transmutation; Classes alchemist, antipaladin, cleric/oracle, druid, magus, paladin, sorcerer/wizard, summoner; **Domains** rage, strength; **Bloodline** abyssal CASTING

**Casting Time** 1 standard action **Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bull)

EFFECT Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

- Diminished Effects You may target only yourself. The spell lasts only 1 round per level.
- Heightened Effects The spell grants a +6 enhancement bonus to Strength, rather than only +4.

## BULLET SHIELD

School abjuration; Classes alchemist, sorcerer/wizard CASTING

Casting Time 1 standard action Components V, S, M (a bullet) EFFECT Range touch Target creature touched Duration 10 minutes/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

The warded creature gains a +4 deflection bonus to AC against firearm and ranged attacks, with an additional +1 to the bonus for every five caster levels you have (to a maximum of +8 at 20<sup>th</sup> level). Though the spell is called *bullet shield*, it also grants this protection from attacks made from firearms with the scatter weapon quality.

- Diminished Effects You may target only yourself. The spell lasts only 1 minute per level.
- Heightened Effects The Spell grants a +6 deflection bonus to AC against firearm and ranged attacks, with an additional +1 to the bonus for every five caster levels you have (to a maximum of +10 at 20<sup>th</sup> level), and the target may redirect one ranged attack per round at its attacker.

Compendium Arcanum Volume 3: 2<sup>nd</sup> Level Spells

## BURNING GAZE

School evocation [fire]; Classes druid, magus, sorcerer/wizard, witch CASTING

Casting Time 1 standard action Components V, S, M/DF (eye of a mundane salamander) EFFECT

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Range personal Target you Duration 1 round/level Saving Throw Fortitude negates (see text); Spell Resistance yes DESCRIPTION

Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance.

As a standard action as long as this spell's effects persist, you may direct your *burning gaze* against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire. Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from *burning gaze*.

Note that this spell does not grant an actual gaze attack—foes and allies are not in danger of catching on fire simply by meeting your gaze.

- Diminished Effects Creatures damaged by the spell do not have to make a Reflex save to avoid catching fire.
- Heightened Effects You may direct your burning gaze against a number of creatures or objects equal to 1 per 3 caster levels (to a maximum 5 creatures or objects at 15<sup>th</sup> level).

#### CACOPHONOUS CALL

School enchantment (compulsion) [mind-affecting]; Classes bard

CASTING Casting Time 1 standard action Components V, S, M (a scrap of sheet music) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You fill your target's mind with a blaring cacophony of discordant sounds, making it hard for the target to act and concentrate. The creature gains the nauseated condition for the duration of the spell if it fails its Will save.

- Diminished Effects The spell's range is reduced to touch the duration is changed to 1 round/level (maximum 5 rounds).
- Heightened Effects If the target fails its Will save, it also takes 1d4 points of Wisdom damage.

## **CALM EMOTIONS**

School enchantment (compulsion) [emotion, mindaffecting]; Classes bard, cleric/oracle

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<b>Casting Time</b>	1 standard	action
Components '	V, S, DF	1 800
EFFECT	6	1

Range medium (100 ft. + 10 ft./level) Area creatures in a 20-ft.-radius spread Duration concentration, up to 1 round/level (D) Saving Throw Will negates; Spell Resistance yes DESCRIPTION

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can

defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless, good hope*, and *rage*, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the *confused* condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

- Diminished Effects The range is reduced to close (25 ft. + 5 ft./2 levels) and you may only target one creature.
- Heightened Effects In addition to the normal effects, affected creatures become fatigued. Since this secondary effect is similar to sleep, creatures immune to sleep are immune to the effect.

passing through the barrier from outside takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light. Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends.

- Diminished Effects The spell's effect is reduced to a 10-ft.-radius sphere. In addition objects or creatures passing through the barrier from outside only take 1d4 points of fire damage and are not outlined with light.
- Heightened Effects The spell's effect is increased to a 40-ft.-radius sphere. In addition objects or creatures passing through the barrier from outside only take 2d6 points of fire damage.

## **CAMPFIRE WALL**

School evocation [fire, light]; Classes druid, ranger CASTING

Casting Time 1 standard action
Components V, S, M/DF (ash made from burnt thorns)
EFFECT
Range close (25 ft. + 5 ft./2 levels)

Effect 20-ft.-radius sphere centered on fire source Duration 2 hours/level; see below (D) Saving Throw none; Spell Resistance yes DESCRIPTION

You can create a barrier around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch. The barrier bocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature

## CASTIGATE

School enchantment (compulsion) [emotion, fear, language-dependent, mind-affecting]; Classes inquisitor CASTING

Casting Time 1 standard action Components V, S, DF
EFFECT
Range close (25 ft. + 5 ft./2 levels) Target one living creature
Duration 1 round/level or 1 round; see text Saving Throw Will partial; Spell Resistance yes
DESCRIPTION

You compel the target to beg for forgiveness. On a failed save, the target cowers with fear. On a successful save, it is shaken for 1 round. Each round on its turn, a cowering subject may attempt a new save to end the effect. A creature who worships the same god as you takes a -2 penalty on its saving throw.

- Diminished Effects On a failed save, the target is only shaken. On a successful save, the spell is negated. In addition, there is no penalty for creatures who worship the same god as you.
- Heightened Effects The spell's range increases to medium (100 feet + 10 feet per level) and on a failed save, the target is also affected by the brand spell (even if it is not one of your spells known). A creature who worships the same god as you takes a -4 penalty on its saving throw.

# CAT'S GRACE

School transmutation; Classes bard, druid, ranger, sorcerer/wizard

CASTING

**Casting Time** 1 standard action **Components** V, S, M (pinch of cat fur)

EFFECT

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); Spell Resistance ves

DESCRIPTION

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

- Diminished Effects You may target only yourself, and the spell lasts only 1 round per level.
- Heightened Effects The enhancement bonus to Dexterity increases to +6.

#### CERTAIN GRIP

**School** transmutation; **Classes** alchemist, druid, sorcerer/wizard

CASTING
Casting Time 1 standard action
Components V, S, M/DF (a tiny ball of tar)
EFFECT
Range touch
Target creature touched

Duration 10 minutes/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

The subject's grip and footing become sure, granting a +4 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. While affected by this spell, the target is also immune to the disarm combat maneuver.

- Diminished Effects The subject is only granted a +2 competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts. In addition, the target is granted a +4 competence bonus to CMD against the disarm combat maneuver instead of immunity.
  - Heightened Effects The competence bonus on Climb checks, on Acrobatics checks to balance, and to CMD against bull rush, drag, reposition, and trip attempts is increased to +6. In addition, the target is granted a +2 competence bonus to CMB to perform the disarm combat maneuver.

# CHAMELEON STRIDE [ERRATA]

School illusio	n (giarrier), <b>C</b>	lasses lan	gei	10
CASTING	and a series		and the second second	1.1.1.1
<b>Casting Time</b>	1 standard	action	- Harris	16
Components	V, S, DF		1	C.
EFFECT	and the	A state of the second second		US
Range persor	nal	A LAND	1000	-
Target you				TA
Duration 1 m	inute/level		11. 8.	Q
DESCRIPTION	Helen S	all a se	1	

You fade into the background, and while you are not truly invisible, you are hard to pinpoint due to your translucent state. While under the effects of this spell, you gain a +4 bonus on Stealth checks and have concealment from creatures more than 5 feet away (attacks have a 20% miss chance).

> Diminished Effects You gain a +10 bonus on Stealth checks, but are not granted any concealment. The bonus increases to +20 at caster level 5<sup>th</sup>, and to +30 (the maximum) at caster level 9<sup>th</sup>. The spell's range becomes personal, its target becomes touch, and the concealment only applies against ranged attacks.

Heightened Effects You gain a +6 bonus on Stealth checks, have concealment from creatures 5 feet away (attacks have a 20% miss chance), and have total concealment from creatures more than 5 feet away (attacks have a 50% miss chance). The concealment provided by the spell becomes total concealment (50% miss chance) against ranged attacks.

## CHILL METAL

School transmutation [cold]; Classes druid CASTING Casting Time 1 standard action Components V, S, DF EFFECT

#### Range close (25 ft. + 5 ft./2 levels)

**Target** metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, none of which can be more than 30 ft. away from any of the rest

#### Duration 7 rounds

Saving Throw Will negates (object); Spell Resistance yes (object)

DESCRIPTION

*Chill metal* makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, and causes more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Cold	None
2	lcy	1d4 points
3-5	Freezing	2d4 points
6	lcy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it float if unattended.

Chill metal counters and dispels heat metal.

Diminished Effects The spell's range becomes touch.

Heightened Effects The spell lasts 9 rounds and deals damage as follows:

Round	Metal Temperature	Damage
1	Cold	None
2	lcy	1d4 points
4	Bitter	1d6 points
5–6	Freezing	2d6 points
7	Bitter	1d6 points
8	lcy	1d4 points
9	Cold	None

Further, a creature holding or wearing an object while it is freezing cold suffers 1 point of Dexterity damage (regardless of how many rounds the object is worn or held).

# COMMAND UNDEAD

School necromancy; Classes sorcerer/wizard CASTING Casting Time 1 standard action Components V, S, M (a shred of raw meat and a splinter of bone)

EFFECT

Range close (25 ft. + 5 ft./2 levels) Targets one undead creature Duration 1 day/level Saving Throw Will negates; see text; Spell Resistance yes

DESCRIPTION

This spell allows you a degree of control over an undead creature. If the subject is intelligent, it perceives your words and actions favorably (treat its attitude as friendly). It will not attack you while the spell lasts. You can give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. Retries are not allowed. An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

- Diminished Effects The spell only functions nonintelligent undead.
- Heightened Effects Your commands may be telepathic—nothing need be spoken aloud.

# COMPASSIONATE ALLY

**School** enchantment (compulsion) [emotion, mindaffecting]; **Classes** bard; cleric/oracle, sorcerer/wizard

CASTING	
Casting Time 1 standard action Components V, S	Valo
EFFECT	10-10-10-10-10-10-10-10-10-10-10-10-10-1
Range close (25 ft. + 5 ft./2 levels)	
Target one creature	CALL THE STATE
Duration 1 round/level	and I have
Saving Throw Will negates; Spell Resi	stance yes
DESCRIPTION	1 autor 1
	1- 1-1-1-1

At the sight of an injured ally, the target immediately disengages from its current course of action and rushes to provide aid. If the target possesses curative spells or magic items, it utilizes them to help the injured ally. If not, the target provides aid by performing a Heal check. The target remains with the injured ally to assure her safety and refuses to leave the ally's side until her wounds are fully treated or the spell ends, but can otherwise defend itself and make attacks.

Diminished Effects The spell's range is reduced to touch and it lasts for a maximum of 5 rounds.

Heightened Effects The target will also defend the injured ally by way of fighting defensively or the Combat Expertise feat, except that the AC bonus gained from Compendium Arcanum Volume 3: 2<sup>nd</sup> Level Spells

1 - Balling

these actions is instead applied to the injured ally.

## CONFESS

School enchantment (compulsion) [languagedependent, mind-affecting]; Classes inquisitor

CASTING	Star 1/
Casting Time 1 standard action Components V, S, DF	1 mg
EFFECT	1 222
Range close (25 ft. + 5 ft./2 levels)	1 BC.
Target one creature	110-
Duration 1 round	-
Saving Throw Will partial; see text; Spell	Resistance yes

DESCRIPTION

You ask the target creature a single question. On the subject's next action, it must answer truthfully in the same language as the question or take 1d6 points of damage per two caster levels (maximum 5d6) and be sickened for 2d4 rounds. A successful Will save negates the sickening effect and halves the damage. A creature that is unable to answer still takes damage.

- **Diminished Effects** A target who does not answer truthfully only takes 1d6 points of damage and is only sickened for 1 round.
- Heightened Effects A target who does not answer truthfully takes 1d6 points of damage per two caster levels (maximum 1od6) and is nauseated for 1d4 rounds then sickened for 1d4 rounds.

#### CONFUSION

School enchantment (compulsion) [mind-affecting]; Classes bard CASTING Casting Time 1 standard action Components V, S, M/DF (three nutshells) EFFECT Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

#### DESCRIPTION

This spell causes confusion in the target, making them unable to determine their actions. Roll on the

following table at the start of each subject's turn each round to see what it does in that round.

d%	Behavior
01–25	Subject acts normally, but takes a –2
	penalty on all attack rolls, skill checks,
	and ability checks until its next turn.
26-50	Subject does nothing but babble
	incoherently, and takes a -4 penalty to
	AC until its next turn.
51-75	Subject deals 2d8 points of damage +
	Str modifier to self with item in hand.
76–100	Subject attacks nearest ally (for this
	purpose, a familiar counts as an ally).

A confused creature that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused creature. Any confused creature that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused creature will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and its duration is reduced to 1 round.
- Heightened Effects The spell targets all creatures in a 15-ft.-radius burst.
- Merge Alert! This spell combines the effects of the following spells: confusion and lesser confusion.

## CONSECRATE

School evocation [good]; Classes cleric/oracle, inquisitor CASTING

**Casting Time** 1 standard action **Components** V, S, M (a vial of holy water and 25 gp worth of silver dust), DF

# EFFECT

Range close (25 ft. + 5 ft./2 levels) Area 20-ft.-radius emanation Duration 2 hours/level Saving Throw none; Spell Resistance no DESCRIPTION

This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy DCs, -2 penalties for undead in the area).

You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the *consecrate* spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels desecrate.

- Diminished Effects The spell's duration is reduced to 1 round/level and only the closest 1d12 undead creatures are affected.
- Heightened Effects The spell's duration is increased to 1 day/level. The sacred bonus to positive channeled energy DCs is increased to +4, and the penalties for undead are increased to -2. If the consecrated area contains a permanent

fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+8 sacred bonus to positive channeled energy DCs, -4penalties for undead in the area). In addition, undead within the area suffer a – 1 penalty to AC.

## CONTINUAL FLAME

<b>School</b> evocation [light]; <b>Classes</b> cleric/oracle, sorcerer/wizard 1		
CASTING		
Casting Time 1 standard action		
Components V, S, M/DF (a firefly)	2	
EFFECT	2	
Range touch		
Target object touched		
Effect magical, heatless flame	1	
Duration 1 hour/level	1 h	
Saving Throw none; Spell Resistance no		
DESCRIPTION	Seb.	

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or guenched.

Light spells counter and dispel darkness spells of an equal or lower level.

- Diminished Effects The spell's duration is reduced to 10 minutes/level.
- Heightened Effects The spell's duration is increased to permanent. In addition, instead of a firefly it requires ruby dust worth 50 gp as the material component.

Merge Alert! This spell combines the effects of the following spells: *continual flame* and *light*.

Compendium Arcanum Volume 3: 2<sup>nd</sup> Level Spells

#### CORRUPTION RESISTANCE

School abjuration [chaotic, evil, good, or lawful]; Classes antipaladin, inquisitor, paladin CASTING

Casting Time 1 standard action Components V, S, DF EFFECT

Range touch

Target creature touched Duration 10 minutes/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You grant the touched creature limited protection from magical effects that inflict damage based on the target creature's alignment, such as *holy smite*, *order's wrath*, a paladin's smite evil attack, or an *unholy* weapon. Choose one alignment type: chaos, evil, good, or law. The subject takes 5 less points of damage from effects that specifically harm creatures of that alignment. The value of the protection increases to 10 points at 7<sup>th</sup> level and 15 points at 11<sup>th</sup> level. The spell protects the recipient's equipment as well.

*Corruption resistance* protects against spells, spelllike abilities, and special abilities, not physical attacks. *Corruption resistance* only protects against damage. The subject can still suffer side effects from such attacks. When you use this spell to protect an alignment, it gains the descriptor of that alignment.

- Diminished Effects The spell's duration is reduced to 1 minute per level and the value of the protection does not increase from 5 points.
- Heightened Effects The subject gains a +4 bonus to save against the side effects from such attacks, and may save against the side effects even if a save would not normally be allowed.

#### CREATE PIT

School conjuration (creation); Classes sorcerer/wizard, summoner; Domains caves CASTING

Casting Time 1 standard action Components V, S, F (miniature shovel costing 10 gp) EFFECT Range medium (100 ft. + 10 ft./level)

Effect 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels Duration 1 round + 1 round/level Saving Throw Reflex negates; Spell Resistance no DESCRIPTION

You create a 10-foot-by-10-foot extradimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to jump to safety in the nearest open space. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal. The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and has a maximum depth of 10 feet.

Heightened Effects The pit is lined with wickedly sharp spikes along its bottom and walls and has a maximum depth of 50 feet. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of Compendium Arcanum Volume 3: 2<sup>nd</sup> Level Spells

piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20.

Merge Alert! This spell combines the effects of the following spells: create pit and spiked pit.

# CREATE TREASURE MAP

School divination; Classes bard, ranger, sorcerer/wizard

**Casting Time** 1 hour **Components** V, S, M (powdered metal and rare inks worth 100 gp)

#### EFFECT

Range touch Target one dead creature Duration instantaneous Saving Throw none; Spell Resistance no

#### DESCRIPTION

You can take a piece from a dead creature's body and use it to create a map that reveals the locations of any valuables that creature knew about while still alive. You must cut this piece off yourself and the creature cannot have died more than 24 hours prior to the casting of this spell. You cannot cast this spell on a creature without a physical body, and the portion you remove must have a fairly level surface such as a piece of hide, carapace, or skin. The map you create is accurate to the best knowledge the creature had at the time of its death. It reveals the location of one source of treasure for every three caster levels you possess. Any inaccuracies or faulty information held by the creature are represented on the map as well. Similarly, the map cannot account for any changes that occur after the creature's death. You must choose the scale of the map when creating it,

opting between nearby (e.g., one or two dungeon levels), local (e.g., a valley or community), or broad (e.g., a country or larger). The map reveals the locations of what the creature deemed most valuable within its area. Depending on the creature, the map might reveal a source of tasty food, suitable mates, or even your own treasure vault.

- Diminished Effects The spell's duration is reduced to 1 day/level.
- Heightened Effects You may create multiple maps based on the size category of the creature. For example, you can create one map from a Small creature, two maps from a Medium creature, three maps from a Large creature, and so on. You must provide powdered metal and rare inks worth 100 gp for, and choose the scale of, each map.

#### **CURE LIGHT WOUNDS**

School conjuration (healing); Classes ranger CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target creature touched Duration instantaneous Saving Throw Will half (harmless); see text; Spell Resistance yes (harmless); see text DESCRIPTION

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Diminished Effects The spell stabilizes a living creature that has -1 or fewer hit points. Heightened Effects The spell cures 2d8 points of damage + 1 point per caster level (maximum +10).

Merge Alert! This spell combines the effects of the following spells: cure light wounds, cure moderate wounds, and stabilize.

#### **CUSHIONING BANDS**

School conjuration (creation) [force]; Classes sorcerer/wizard, summoner CASTING

Casting Time 1 standard action Components V, S,

## EFFECT

Range touch Target creature touched Duration 1 hour/level or until discharged (D) Saving Throw Will negates (harmless); Spell Resistance yes

### DESCRIPTION

Invisible bands of force encircle vital areas of the target. The bands resist crushing forces and impacts without interfering with movement. The target gains DR 2/piercing or slashing and takes half damage from constriction, falling, and being buried, as well as from similar crushing effects such as *crushing hand*. Grapple checks for attacks other than constricting (such as pinning or swallowing whole) are not affected. Once the spell has blocked 12 points of damage per caster level (to a maximum of 120 points at 10<sup>th</sup> level), it is discharged. The bands have no effect on incorporeal attacks unless they deal damage from constriction or crushing, or unless the attacks would be subject to damage reduction.

Diminished Effects The spell's duration is reduced to 10 minutes/level and is discharged once it has blocked 6 points of damage per caster level (to a maximum of 60 points at 10<sup>th</sup> level).

Heightened Effects In addition to the normal effects, the target of the spell gains a +2 enhancement bonus to Constitution.

# D

#### DARKNESS

DESCRIPTION

School evocation [darkness]; Classes antipaladin, bard, cleric/oracle, inquisitor, magus, sorcerer/wizard CASTING

Casting Time 1 standard action Components V, M/DF (bat fur and a piece of coal) EFFECT Range touch Target object touched Duration 1 min./level (D) Saving Throw none; Spell Resistance no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. *Darkness* can be used to counter or dispel any light spell of equal or lower spell level.

- **Diminished Effects** The spell's duration is decreased to 1 round/level and it only radiates darkness out to a 10-foot radius.
- Heightened Effects The target object radiates darkness in a 6o-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.

Merge Alert! This spell combines the effects of the following spells: *darkness* and *deeper darkness*.

#### DARKVISION

School transmutation; Classes alchemist, antipaladin, sorcerer/wizard

#### CASTING

Casting Time 1 standard action Components V, S, M (either a pinch of dried carrot or an agate)

#### EFFECT

Range touch Target creature touched Duration 1 hour/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

*Darkvision* can be made permanent with a *permanency* spell.

- Diminished Effects Subject gains lowlight vision.
- Heightened Effects The spell's target becomes creatures touched, and you divide the duration in 1-hour intervals among the creatures touched.

Merge Alert! This spell combines the effects of the following spells: darkvision and communal darkvision.

## DEATH KNELL

School necromancy [death, evil]; Classes cleric/oracle, inquisitor, witch; Domains death

CASTING	ALL MARKED
Casting Time 1 standard action	on
Components V, S	6.2 11.
EFFECT	6 (60) . 10 m
Range touch	le 16
Target living creature touched	b
Duration instantaneous/10 m	ninutes per HD of subjec
see text	Carl State
Saving Throw Will negates; S	pell Resistance yes
DESCRIPTION	101. 8

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

- Diminished Effects If the subject fails its saving throw, you only gain 1d8 temporary hit points.
- Heightened Effects The spell's range increases to close (25 ft. + 5 ft./2 levels).

## **DEFENSIVE SHOCK**

School evocation [electricity]; Classes alchemist, magus, sorcerer/wizard

Casting Time 1 standard action Components V, S, M (a hollow metal sphere) EFFECT

Range personal

Target you

Duration 1 minute/level or until discharged

Electrical energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or a handheld weapon takes 1d6 points of electricity damage per two caster levels (maximum 6d6). If the attacker has spell resistance, it applies against this damage. Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach o, the spell ends.

> **Diminished Effects** Attacking creatures only take 1d4 points of electricity damage per two caster levels (maximum 6d4). Damage dice are still halved normally.

Heightened Effects Attacking creatures take 1d6 points of electricity damage per two caster levels (maximum 8d6). In addition, if an attacking creature takes electricity damage, they must make a successful Fortitude save or become stunned for 1d4 rounds.

#### **DELAY PAIN**

School enchantment [emotion]; Classes bard, cleric/oracle, inquisitor, sorcerer/wizard, witch

Casting Time 1 standard action Components V, S EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 hour/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION You override the target's ability to feel pain. Pain effects (such as *pain strike* <sup>APG</sup> and *symbol of pain*) do not affect the target until this spell's duration has expired. This does not negate any physical damage, ability damage, or ability drain that a pain effect has already done, but it does negate ongoing penalties from pain while the spell lasts.

- Diminished Effects The spell's duration is reduced to 10 minutes/level.
- Heightened Effects The spell's target changes to creatures touched, but you divide the duration in 1-hour intervals among the creatures touched.

#### **DELAY POISON**

EFFECT

School conjuration (healing); Classes alchemist, bard, cleric/oracle, druid, inquisitor, paladin, witch

**Casting Time** 1 standard action **Components** V, S, DF

Range touch Target creature touched Duration 1 hour/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

- Diminished Effects The spell's duration is reduced to 10 minutes/level.
- Heightened Effects The spell's target changes to creatures touched, but you divide the duration in 1-hour intervals among the creatures touched.
- Merge Alert! This spell combines the effects of the following spells: *delay poison* and *communal delay poison*.

#### DESECRATE

**School** evocation [evil]; **Classes** antipaladin, cleric/oracle, inquisitor

# CASTING

**Casting Time** 1 standard action **Component** V, S, M (a vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area), DF

#### EFFECT

Range close (25 ft. + 5 ft./2 levels) Area 20-ft.-radius emanation Duration 2 hours/level Saving Throw none; Spell Resistance yes

#### DESCRIPTION

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a *desecrated* area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels consecrate.

Diminished Effects The spell's duration is reduced to 1 round/level and only the

closest 1d12 undead creatures are affected.

Heightened Effects The spell's duration is increased to 1 day/level. The profane bonus to negative channeled energy DCs is increased to +4, profane bonuses for undead in the area are increased to +2, and undead created within or summoned into such an area gain +2 hit points per HD. If the consecrated area contains a permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+8 profane bonus to negative channeled energy DCs, +4 profane bonus and +4 hit points per HD for undead created in the area). In addition, undead within the area gain a +1 profane bonus to AC.

## DETECT THOUGHTS [ERRATA]

School divination [mind-affecting]; Classes alchemist, bard, inquisitor, sorcerer/wizard, summoner, witch; Domains knowledge

CASTING Casting Time 1 standard action Components V, S, F/DF (a copper piece) EFFECT Range 60 ft. Area cone-shaped emanation Duration concentration, up to 1 min./level (D) Saving Throw Will negates; see text; Spell Resistance no

#### DESCRIPTION

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

*3rd Round*: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

- Diminished Effects The range of this spell is reduced to 30 feet and its duration is reduced to 1 round/level.
  - Heightened Effects All information is revealed in the first round. The spell's range becomes 40 feet, its area becomes a 40-ft.-radius emanation centered on you, and its duration becomes concentration, up to 1 minute/level. You can sift through the surface thoughts of those around you. You may scan for either the answer to a simple question (such as "Where is the hidden lair of the wererats?") or for information on a general topic (such as the beliefs of an evil cult). You detect the number of creatures who are thinking about this question or topic within range, as well as their location if they are visible to you. Seek thoughts does not let you read actual surface thoughts, only if a given creature is thinking about the topic you are concentrating on. A successful Will save prevents you from sensing a creature's thoughts for the duration of the spell. You can maintain concentration on seek thoughts while you engage in normal conversation, allowing you to ask leading questions about topics of interest. A creature conversing with you while you

concentrate can notice that you are distracted with a successful DC 25 Sense Motive check.

Merge Alert! This spell combines the effects of the following spells: detect thoughts and seek thoughts.

# **DISCOVERY TORCH**

School evocation [light]; Classes bard, inquisitor CASTING Casting Time 1 round Components V, S EFFECT Range touch Target object touched Duration 10 minutes/level Saving Throw none; Spell Resistance no DESCRIPTION

An object you touch emanates a 20-foot radius of bright light. The effect looks like a regular flame but creates no heat and uses no oxygen. Allies within the area of this light gain a +2 enhancement bonus on Perception and Sense Motive checks, as well as on Knowledge checks to identify monsters that are also within the area and their special powers and vulnerabilities.

When an inquisitor casts this spell, the light emanation doubles (40-ft.-radius emanation) while that inquisitor has a judgment active.

Light spells counter and dispel darkness spells of an equal or lower level.

- **Diminished Effects** The enhancement bonus on skill checks is reduced to +1.
  - Heightened Effects The enhancement bonus on skill checks is increased to +4.

## DISFIGURING TOUCH

School transmutation [curse]; Classes cleric/oracle, sorcerer/wizard, witch

## Casting Time 1 standard action Components V, S EFFECT

Range touch Target creature touched Duration 1 day/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim (most demon worshipers choose deformities that reflect their Abyssal patron's shape or form). The target takes one of the following penalties.

- -2 decrease to an ability score (minimum
  1).
- –2 penalty on attack rolls or saving throws.
   Land speed reduced by 5 feet.

You may also invent other effects, but they should be no more powerful than those described above.

- **Diminished Effects** The target takes one of the following penalties.
- -1 decrease to an ability score (minimum1).

-1 penalty on attack rolls or saving throws.

Heightened Effects The spell's casting time in increased to 1 round, but penalties bestowed are permanent and cannot be dispelled. However, they can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

## DISTRACTING CACOPHONY

School evocation [sonic]; Classes bard, sorcerer/wizard 3 CASTING

Casting Time 1 standard action Components V, S EFFECT Range medium (100 ft. + 10 ft./level) Area 20-ft. spread Duration 1 round/level (D) Saving Throw none; Spell Resistance yes DESCRIPTION

The air fills with loud and discordant noise, making concentration difficult. Casting a spell in this area of cacophony requires a concentration check (DC 15 + the level of the spell being cast). Any other concentration checks in the area have their DCs increased by 5. The DC of Perception checks involving hearing is likewise increased by 5.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and the area is reduced to a 10-foot spread.
- Heightened Effects In addition to the normal effects, in the first round the spell deals 3d6 points of sonic damage (Fort save for half) to every creature within the area. Unattended objects also take this damage.

#### DISTRESSING TONE

School evocation [sonic]; Classes bard, inquisitor

CASTING Casting Time 1 round Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target 1d4 living creatures Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

Saving Throw Fortitude negates; Spell Res

You create a powerful tone that vibrates living flesh. Targets must save or gain the sickened condition. Creatures that are immune to critical hits are immune to this spell.

> Diminished Effects Targets only take a –1 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.
Heightened Effects Targets gain the nauseated condition if they fail their Fortitude saves.

## **DIVINE ARROW**

School transmutation [good]; Classes paladin

CASTING

Casting Time 1 standard action Components V, S EFFECT

Range touch

Target one projectile Duration 1 round/level or until discharged Saving Throw none; Spell Resistance no DESCRIPTION

You imbue a projectile, such as an arrow or shuriken, with holy energy so that it deals extra damage to undead equal to that dealt by your lay on hands feature. This extra damage is not multiplied on a critical hit. Although this spell does not expend a daily use of your lay on hands class feature, you must have at least one daily use available to cast this spell. If the projectile hits a target or is destroyed before the duration ends, the spell is discharged.

- Diminished Effects The imbued projectile deals a maximum of 5d6 extra damage to undead.
- Heightened Effects The imbued projectile deals extra damage to undead and evil outsiders.

## DREAD BOLT

School evocation [evil]; Classes cleric/oracle

Casting Time 1 standard action Components V, S, DF EFFECT

Range close (25 ft. + 5 ft./2 levels) Effect arrow-shaped projectile of evil energy Duration instantaneous (1d4 rounds) Saving Throw Will partial (see text); Spell Resistance yes DESCRIPTION

You unleash a crackling missile of darkness from your unholy symbol at any one target in range as a ranged touch attack.

A good creature struck by *dread bolt* takes 1d8 points of damage per two caster levels (maximum 5d8). A good outsider instead takes 1d6 points of damage per caster level (maximum 1od6) and is sickened for 1 round. A successful Will save reduces the damage to half and negates the sickened effect. This spell deals only half damage to creatures that are neither good nor evil, and they are not sickened. The bolt has no effect on evil creatures.

Diminished Effects Good creatures only take 1d8 points of damage and good outsiders only take 2d6 points of damage and are not sickened. The spell has no effect on creatures that are not good.

 Heightened Effects Good creatures take 1d8 points of damage per two caster levels (maximum 10d8) and are sickened for 1 round and good outsiders take 1d6 points of damage per caster level (maximum 15d6) and are nauseated for 1 round. Creatures that are neither good nor evil still take half damage.

#### **DUST OF TWILIGHT**

**School** conjuration [darkness]; **Classes** bard, sorcerer/wizard

CASTING Casting Time 1 standard action Components V, S, M (coal dust)

EFFECT

Range medium (100 ft. + 10 ft./level) Target creatures and objects in a 10-ft. spread Duration instantaneous Saving Throw Fortitude negates (fatigue only); Spell Resistance no DESCRIPTION

A shower of iridescent black particles clings to and extinguishes torches, lanterns, sunrods, and similar mundane light sources and dispels any spell of 2<sup>nd</sup> level or lower with the [light] descriptor (as *dispel magic*). Creatures in the area must make a Fortitude save or become fatigued.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels), and it only extinguishes mundane light sources.
  - Heightened Effects The spell's target
    expands to creatures and objects in a 20ft. spread, it dispels any spell of 3<sup>rd</sup> level or
     lower with the [light] descriptor, and
     creatures in the area must make a
     Fortitude save or become exhausted for a
     duration of 1 round/level.

# EAGLE EYE

School divination; Classes druid, ranger CASTING

Casting Time 1 minute Component V, S, DF	1/2
EFFECT	31 113
Range long (400 ft. + 40 ft./level) Effect magical sensor Duration 1 minute/level (D) Saving Throw none; Spell Resistance no	(C
DESCRIPTION	1 march

*Eagle eye* creates a magical sensor directly above you. The sensor can appear anywhere above you, to a maximum height equal to the spell's range. You can see from this vantage as if you were actually there, rotating your viewpoint 360 degrees. You perceive with your normal visual senses. A caster using *eagle eye* can easily see for a considerable distance. The spell does not penetrate any solid surface, although it is unaffected by foliage and the like.

- Diminished Effects The spell's range is reduced to medium (100 ft. + 10 ft./level) and the duration is changed to 1 minute/level (maximum 5 minutes).
  - Heightened Effects The spell's duration is increased to 10 minutes/level, and you gain a +5 enhancement bonus on Perception checks when perceiving though the sensor.

#### EAGLE'S SPLENDOR

School transmutation; Classes alchemist, antipaladin, bard, cleric/oracle, paladin, sorcerer/wizard, summoner CASTING Casting Time 1 standard action

**Components** V, S, M/DF (feathers or droppings from an eagle)

EFFECT Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes DESCRIPTION The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

- Diminished Effects You may only target yourself, and the spell lasts only 1 round per level.
- Heightened Effects The enhancement bonus to Charisma increases to +6.

## EFFORTLESS ARMOR

School transmutation; Classes cleric/oracle, inquisitor, magus, paladin, ranger CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 minute/level DESCRIPTION

Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

- Diminished Effects You only reduce the armor's armor check penalty by 1.
- Heightened Effects The spell's target changes to creature touched.

## ELEMENTAL SPEECH

School divination [air, earth, fire, or water]; Classes druid, sorcerer/wizard

CASTING	and all
<b>Casting Time</b> 1 standard action <b>Components</b> V, S, M (iron filings)	Im
EFFECT	1 2
Range personal	AC
Target you	110-
Duration 1 minute/level	-
DESCRIPTION	1 and 1

This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. *Elemental speech* does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another.

When cast as an air spell, you can converse in Auran and with any creature that has the air subtype or a fly speed.

When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed.

When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype.

When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.

- Diminished Effects The spell's duration is reduced to 1 round/level.
- Heightened Effects The spell's target changes to creature touched.

#### **ELEMENTAL TOUCH**

School evocation [acid, cold, electricity, or fire]; Classes alchemist, magus, sorcerer/wizard CASTING

**Casting Time** 1 standard action **Components** V, S, M (a bit of the chosen element: earth, water, air, or fire) EFFECT

Range personal Target you Duration 1 round/level (D)

Saving Throw see text; Spell Resistance no DESCRIPTION

DESCRIPTION

Upon completing the casting of this spell, elemental energy infuses your hands. Choose an energy type: acid, cold, electricity, or fire. You gain a melee touch attack causing 1d6 points of damage of that energy type, along with a special effect described below. You also deal energy damage and the related special effect when you attack with your hands using an unarmed strike, a single claw, or a single slam attack. This bonus damage can never apply to multiple weapons.

Acid: Your touch attack causes 1 point of ongoing acid damage per round for 1 round per three caster levels. The target must make a Fortitude save or be sickened for the duration of the ongoing acid damage.

*Cold*: The target must make a Fortitude save or be fatigued. A creature that is already fatigued suffers no additional effect.

*Electricity:* The target must make a Fortitude save or be staggered for 1 round.

*Fire:* Your hands ignite and shed light as a torch. Your touch may cause targets to catch on fire (see **Sidebar: Catching on Fire**).

Subsequent attacks inflict the normal damage, but the additional effects do not stack. This spell grants no special protection to anything held in or worn on your hands. When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

- Diminished Effects Your melee touch, unarmed strike, claw, or slam attack only deals 1d6 damage of the chosen energy type and does not cause the associated special effect.
- Heightened Effects Your melee touch, unarmed strike, claw, or slam attack deals 1d6 damage of the chosen energy type per two caster levels (maximum 5d6) as well as the associated special effect.

# SIDEBAR: CATCHING ON FIRE

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out – that is, once he succeeds on his saving throw, he's no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

#### ENTER IMAGE

School transmutation; Classes bard

ASTING	1.135
Casting Time 1 standard action	£
<b>components</b> V, S, M/DF (a drop of paint and a ball o lay)	
FFECT	
ange 50 ft./level	
ffect transfer consciousness to any object bearing y	our
keness	
Duration concentration	
aving Throw none; Spell Resistance no	
ESCRIPTION	

You gain a dim impression of the activities around any object bearing your face or form and can also project your consciousness into one such object at a time, allowing you to observe or even interact with nearby creatures. This spell allows you to leave your body and subconsciously monitor the immediate area around any depiction of your image whether one, hundreds, or even thousands. Each such image has the full range of your normal senses (sight, hearing, smell, etc.) and you can make a Perception check to notice anything occurring nearby. The DC of this check is always 10 greater than what it would be if you were actually present at that location, so even if you would normally notice something automatically (such as talking, normally a DC of o), you would need to make a DC 10 Perception check to notice it.

You may, at any time, choose to fill one specific image within range with your consciousness. While inside an image you lose the ability to monitor any other images within range but remain fully aware of your own body's surroundings. Your body is defenseless and helpless (always failing any saving throw) while your consciousness is filling an image, but you can return to it at any time as an immediate action.

When you fill an image with your consciousness it gains a limited form of animation. Statues and similar three-dimensional representations can move their heads, make gestures, and talk, but cannot attack or leave their square without assistance. Portraits or similar two-dimensional representations bearing your likeness can also talk and your image can move anywhere within the picture or even temporarily alter it (such as by picking a flower in the painting). You cannot use any spells or other abilities while within an image.

You may leave the image at any time, returning you to your body. Once your consciousness departs from an object bearing your likeness, it immediately reverts to the appearance it had before you entered it. If someone destroys or damages the image you return to your body unharmed. The spell lasts until you cease concentrating, or until it is terminated by some outside means, such as a *dispel magic* cast upon either the image or your body, or if your body is killed.

Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and its duration is changed to concentration, up to 1 minute/level.

Heightened Effects The spell's range is increased to long (400 ft. + 40 ft./level) and when you fill statue or similar threedimensional representation of yourself which is one size category larger than yourself or smaller, you may treat it as an animated object you are in complete control of. The statue ceases to function as an animated object as soon as you leave it. You still cannot use any spells or other abilities while within an image.

## ENTHRALL

School enchantment (charm) [language dependent, mind-affecting, sonic]; Classes bard, cleric/oracle, inquisitor, witch; Domains love, nobility, revolution CASTING Casting Time 1 round

Components V, S EFFECT Range medium (100 ft. + 10 ft./level) Targets any number of creatures Duration 1 hour or less Saving Throw Will negates; see text; Spell Resistance yes

#### DESCRIPTION

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to Compendium Arcanum Volume 3: 2<sup>nd</sup> Level Spells

assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each. creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Diminished Effects The spell's range is reduced to (25 ft. + 5 ft./2 levels) and you may only target a single creature of the humanoid type.

Heightened Effects You may keep creatures subject to this spell for up to four hours. However, each hour after the first you must make a concentration check (DC 10 + 5 per hour after the first). If you fail it, the spell ends (but the 1d3 round delay still applies). While the effects last, you may cast one other enchantment (charm) spell per hour. Creatures already subject to this spell take a –4 penalty on saves against the new spells. New enchantment (charm) spells take effect as soon as this spell ends.

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#### FALSE LIFE

**School** necromancy; **Classes** alchemist, sorcerer/wizard, witch

CASTING

**Casting Time** 1 standard action **Components** V, S, M (a drop of blood)

#### EFFECT

Range personal

Target you

Duration 1 hour/level or until discharged; see text DESCRIPTION

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in

effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

- Diminished Effects You gain only 1d10 temporary hit points, which last for 10 minutes per level (to a maximum of 60 minutes).
- Heightened Effects You gain 1d12 + 3 hit points per two caster levels (to a maximum of +15). These last for 24 hours. In addition, you gain a +1 enhancement bonus to your existing natural armor bonus. This bonus fades when the temporary hit points have been expended.

#### FEAST OF ASHES

School transmutation [curse]; Classes druid, witch CASTING Casting Time 1 standard action Component V, S, M (a pinch of ash) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 2 days/level (D) Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

You curse the target with a hunger no food can assuage. On a failed saving throw, the target begins to starve. The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of eating can counter the effect and, further, even attempting to eat causes the target to become nauseated for 1 round unless they make a DC 12 Fortitude save. The target still experiences the other normal effects of anything consumed (such as poisons or potions). *Feast of ashes* can be removed with a *break enchantment*, *limited wish, miracle, remove curse,* or *wish* spell, but effects suffered as a result of starvation must be healed by normal means.

Diminished Effects The spell' range is reduced to touch and its duration is reduced to 1 day/level. Heightened Effects The spell's duration becomes permanent.

# FEATHER STEP

School transmutation; Classes bard, druid, ranger

CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature per three levels, no two of which can be more than 30 ft. apart Duration 10 minutes/level Saving Throw Fortitude negates (harmless); Spell Resistance yes

DESCRIPTION

For the duration of this spell, the subjects ignore the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

**Diminished Effects** The spell' target changes one creature.

Heightened Effects The spell's target changes one creature/level, no two of which can be more than 30 feet apart.

Merge Alert! This spell combines the effects of the following spells: *feather step* and *mass feather step*.

#### FESTER

School necromancy; Classes witch CASTING Casting Time 1 standard action Components V, S, M (rotted meat)

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level or 1 round; see text Saving Throw Fortitude partial; Spell Resistance yes DESCRIPTION

Necrotic energy permeates the target, blocking healing abilities. The subject gains spell resistance equal to 12 + your caster level against effects that restore hit points or grant temporary hit points. In addition, any healing provided by effects that ignore spell resistance (such as fast healing, regeneration, and some spells) are halved. If the target succeeds on a Fortitude saving throw, *fester* lasts only a single round.

- Diminished Effects The spell's range is reduced to touch and it if the target succeeds on a Fortitude saving throw it has no effect.
- Heightened Effects The spell's target changes one living creature per three levels, no two of which can be more than 30 feet apart.

#### **FIERY SHURIKEN**

**School** conjuration (creation) [fire]; **Classes** sorcerer/wizard

CASTING Casting Time 1 standard action

**Components** V, S, M (a pinch of sulfur and a single shuriken worth 2 sp)

Range close (25 ft. + 5 ft./2 levels) Effect Two or more fiery shuriken Duration 1 round/level (D) Saving Throw none; Spell Resistance yes DESCRIPTION

You call forth two fiery projectiles resembling shuriken, plus one more for every two caster levels beyond 3<sup>rd</sup> (to a maximum of eight shuriken at 15<sup>th</sup> level), which hover in front of you. When these shuriken appear, you can launch some or all of them at the same target or different targets. Each shuriken requires a ranged touch attack roll to hit and deals 1d8 points of fire damage. You provoke no attacks of opportunity when launching them.

Any shuriken you do not launch as part of casting this spell remains floating near you for the spell's duration. On rounds subsequent to your casting of this spell, you can spend a swift action to launch one of these remaining shuriken or a standard action to launch any number of these remaining shuriken. If you fail to launch a shuriken before the duration ends, that shuriken disappears and is wasted.

- **Diminished Effects** You can only call forth a maximum of five fiery shuriken (at 9<sup>th</sup> level) and each shuriken only deals 1d6 points of fire damage on a successful ranged touch attack.
- Heightened Effects Targets hit by your fiery shuriken must make a Reflex save or catch on fire.

#### FIND TRAPS

School divination; Classes cleric/oracle, inquisitor, witch

Casting Time 1 standard action Components V, S,	
EFFECT	
Range personal	10-
Target you	
Duration 1 min./level	
DESCRIPTION	11

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to ½ your caster level (maximum +10) on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that *find traps* grants no ability to disable the traps that you may find.

- Diminished Effects The spell's duration is reduced to 1 round per level.
- Heightened Effects The spell's range changes to touch and target changes to creature touched.

# FIRE BREATH

**School** evocation [fire]; **Classes** alchemist, magus, sorcerer/wizard

CASTING Casting Time 1 standard action Components V, S, M (a chili pepper)

EFFECT

Range 15 ft.

Area cone-shaped burst Duration 1 round/level or until discharged; see text Saving Throw Reflex half; see text; Spell Resistance yes DESCRIPTION

Up to thrice during this spell's duration, you can belch forth a cone of fire as a standard action. The first cone deals 4d6 points of fire damage to every creature in the area. The second cone of flame deals 2d6 points of fire damage to every creature in the area. The third cone of flame deals 1d6 points of fire damage to every creature in the area. A successful Reflex save halves this damage. After the third cone of flame, the spell ends.

- Diminished Effects You can only belch forth one cone of fire which deals 2d6 points of fire damage to every creature in the area.
- Heightened Effects Creatures in the area who fail their Reflex saving throws also catch on fire.

#### FIRE OF ENTANGLEMENT

School evocation; Classes paladin	11/12
CASTING	11. 200
Casting Time 1 swift action	11/2000
Components V, S	
EFFECT	CANADA ST
Range special; see text	and the second
Target one creature	
Duration 1 round/level	-
Saving Throw Reflex partial; Spell Resistan	ce yes
DESCRIPTION	1 1 23
	A State

The next creature you attack using your smite evil class ability is wreathed in flames that impede its movement. Until the end of the spell's duration, the target is entangled. If the target starts its turn in a square adjacent to you, it is considered to be entangled to an immobile object (you) and cannot move. A target that saves against this spell is affected for only 1 round.

- Diminished Effects The spell's duration is reduced to 1 round and a target that saves against this spell is not affected.
- Heightened Effects The target takes 1d6 points of fire damage for every round it spends entangled.

#### **FIRE TRAP**

School abjuration [fire]; Classes druid, sorcerer/wizard 4 CASTING

Casting Time 10 minutes Components V, S, M (gold dust worth 25 gp) EFFECT

Range touch

Target object touched

**Duration** permanent until discharged (D)

Saving Throw Reflex half; see text; Spell Resistance yes DESCRIPTION

*Fire trap* creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* spell can ward any object that can be opened and closed.

When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage + 1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

A fire-trapped item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the fire-trapped object without discharging it, as can any individual to whom the

object was specifically attuned when cast. Attuning a fire-trapped object to an individual usually involves setting a password that you can share with friends.

Magic traps such as *fire trap* are hard to detect and disable. A character with trapfinding can use the Perception skill to find a *fire trap* and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's *fire trap* or DC 29 for the arcane version).

- Diminished Effects The spell's duration becomes one day per level.
- Heightened Effects When triggered the explosion deals 1d6 points of fire damage + 1 point per caster level (maximum +25).

### FLAME BLADE

School evocation [fire]; Classes druid
CASTING
Casting Time 1 standard action Components V, S, DF
EFFECT
Range 0 ft. Effect sword-like beam Duration 1 min./level (D) Saving Throw none; Spell Resistance yes
DESCRIPTION

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

- Diminished Effects The blade only deals
  1d6 points of fire damage.
- Heightened Effects The blade deals 1d10
  points of fire damage + 1 point per two
  caster levels (maximum +15) + your
  Wisdom modifier.

## FLAMES OF THE FAITHFUL

School transmutation [fire]; Classes inquisitor CASTING

Casting Time 1 standard action Components V EFFECT Range touch Target weapon touched Duration 1 round/level Saving Throw Fortitude negates (object, harmless); Spell Resistance yes (object, harmless) DESCRIPTION

With a touch, you cause a glowing rune to appear on a single weapon, granting that weapon the *flaming* property (and allowing it to cause an extra 1d6 points of fire damage on a successful hit). If you are using the judgment class feature, your weapon gains the *flaming burst* property instead. The spell functions only for weapons that you wield. If the weapon leaves your hand for any reason, the spell effect ends. The effects of this spell do not stack with any existing *flaming* or *flaming burst* weapon property that the target weapon may already possess.

- Diminished Effects If you are using the judgment class feature, the weapon gains the *flaming* property. When the judgment class feature is not being used, this spell has no effect.
  - Heightened Effects The weapon gains the flaming burst property. In addition, if you are using the judgment class feature, the weapon also gains the bane property. You must designate the foe of the bane property when casting the spell.

#### FLAMING SPHERE [ERRATA]

**School** evocation [fire]; **Classes** druid, magus, sorcerer/wizard

CASTING Casting Time 1 standard action Components V, S, M/DF (tallow, brimstone, and powdered iron) EFFECT

Range medium (100 ft. + 10 ft./level) Effect 5-ft.-diameter sphere Duration 1 round/level Saving Throw Reflex negates; Spell Resistance yes DESCRIPTION

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./level), its duration is changed to 1 round/level (up to 5 rounds), and it only deals 1d6 points of fire damage.

Heightened Effects The spell's diameter increases to 10 feet and it deals 5d6 points of fire damage to all creatures it occupies the space of. In addition, you may direct the sphere to attempt a bull rush or overrun combat maneuver. The sphere Compendium Arcanum Volume 3: 2<sup>nd</sup> Level Spells

uses your concentration bonus plus a +1 size bonus as its CMB for these maneuvers. Even if the sphere does not overcome its opponent's CMD, it still enters the opponent's square. You may direct the sphere to attempt a bull rush or overrun combat maneuver against a Large-sized or smaller creature. The sphere uses your concentration bonus as its CMB for these maneuvers. Even if the sphere does not overcome its opponent's CMD, it still enters the opponent's square.

# FOG CLOUD

School conjuration (creation) [poison (heightened version only)]; Classes druid, magus, sorcerer/wizard, witch; Domains water, weather CASTING

Casting Time 1 standard action Components V, S

EFFECT

Range medium (100 ft. + 10 ft. level) Effect fog spreads in 20-ft. radius Duration 10 min./level Saving Throw none; Spell Resistance no DESCRIPTION

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./level), and it only spreads in a 10-foot radius.
- Heightened Effects The fog's vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as

long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect. This version of the spell can be made permanent with a *permanency* spell by a caster of 11<sup>th</sup> level or higher for the cost of 7,500 gp. A permanent heightened *fog cloud* dispersed by wind reforms in 10 minutes.

Merge Alert! This spell combines the effects of the following spells: fog cloud and stinking cloud.

## FOLLOW AURA

<b>School</b> divination [chaotic, evil, goo inquisitor	od, or lawful]; <b>Classes</b>
CASTING	Come IVI COV
Casting Time 1 standard action Components V, S, DF	NE
EFFECT	A REAL MARCH
Range personal Target you Duration 10 minutes/level (D)	Tait
DESCRIPTION	The second secon

Choose one alignment type: chaotic, evil, good, or lawful. You gain the ability to follow the trail of a strong or overwhelming aura of that alignment (see *detect evil*). This is treated as tracking using the scent special quality, except you are following the traces of their aura upon the ground rather than their scent, and you receive no bonus on Perception checks. At 10<sup>th</sup> level, you can track the trail of creatures with a moderate alignment aura as well.

When you use this spell to track a given alignment, it gains the descriptor of the opposite alignment. For example, when *follow aura* is used to track evil, it gains the [good] descriptor.

Diminished Effects You can only follow the trail of an overwhelming aura. At 8<sup>th</sup> level, you can track the trail of creatures with a strong aura as well.

Heightened Effects The spell's range becomes touch and its target becomes one creature.

# FOREST FRIEND

School abjuration; Classes druid, ranger CASTING

Casting Time 1 round

Components V, S, M (a pinch of manure)

#### EFFECT

Range close (25 ft. + 5 ft./2 levels) Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart. Duration 1 minute/level Saving Throw none; Spell Resistance no DESCRIPTION

While subject to this spell, the targets find that forested areas become helpful instead of hindering. The targets suffer no hindrances to movement and suffer no penalties on Acrobatics and Stealth checks from undergrowth in forested terrain. Furthermore, forested overgrowth imposes a miss chance 10% lower than normal.

When moving in and among trees, those subject to the spell gain a +5 circumstance bonus on Acrobatics checks and Climb checks. Rangers in their favored terrain can also add their favored terrain bonus on such Acrobatics and Climb checks.

- Diminished Effects The spell's range is reduced to touch and its target is reduced to one willing living creature.
- Heightened Effects The spell's casting time is reduced to 1 standard action.

#### **FOX'S CUNNING**

School transmutation; Classes alchemist, bard, sorcerer/wizard, summoner

CASTING

Casting Time 1 standard action Components V, S, M/DF (hairs or dung from a fox) EFFECT Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes DESCRIPTION

The target becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

- Diminished Effects You may only target yourself, and the spell lasts only 1 round per level.
- Heightened Effects The enhancement bonus to Intelligence increases to +6.

## **FRIGID TOUCH**

School evocation [cold]; Classes druid, magus, sorcerer/wizard

CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target creature touched

Duration instantaneous Saving Throw none; Spell Resistance yes DESCRIPTION

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of cold damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead.

- Diminished Effects Your melee touch attack does not cause the target to become staggered.
- Heightened Effects Your melee touch attack deals 4d8 points of cold damage

and causes the target to be staggered as above.

# G

# **FROST FALL**

J

School evocation [cold]; Classes druid, sorcerer/wizard, witch

Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Area 5-foot radius burst Duration 1 round/2 levels Saving Throw Fortitude partial; Spell Resistance yes DESCRIPTION

The area of this spell is covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of cold damage (Fortitude saving throw for half) but does not become staggered even on a failed saving throw.

- **Diminished Effects** The spell's area is reduced to one 5-foot square and its duration is reduced to 1 round.
- Heightened Effects The spell's duration changes to 1 round/level and any creature that starts your turn within the spell's area becomes staggered on a failed Fortitude saving throw.

#### **GALLANT INSPIRATION**

School divination; Classes bard

CASTING Casting Time 1 immediate action Components V EFFECT Range close (25 ft. + 5 ft./2 levels)

Target one living creature Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes

#### DESCRIPTION

This word of arcane-empowered inspiration often ensures success of a crucial endeavor. Cast this spell when a creature fails an attack roll or skill check. The creature gains a +2d4 competence bonus to the attack roll or skill check retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds.

> Diminished Effects The spell's range is reduced to touch and the target only gains a +1d6 competence bonus to the attack roll or skill check.

Heightened Effects The spell's range is increased to medium (100 ft. + 10 ft./level) and the target gains a +2d6 competence bonus to the attack roll or skill check.

# **GENTLE REPOSE**

School necromancy; Classes cleric/oracle, witch; Domains repose

#### CASTING

Casting Time 1 standard action Components V, S, M/DF (salt and a copper piece for each of the corpse's eyes) EFFECT

#### Range touch

Target corpse touched Duration 1 day/level

Saving Throw Will negates (object); Spell Resistance yes (object)

# DESCRIPTION

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant.

The spell also works on severed body parts and the like.

- Diminished Effects The spell's duration is reduced to 1 hour/level.
- Heightened Effects The spell's duration is changed to permanent.

#### **GHOSTBANE DIRGE**

School transmutation; Classes bard, cleric/oracle, inquisitor, paladin 1

# CASTING

**Casting Time** 1 standard action **Components** V, S, M/DF (an old reed from a wind instrument)

#### EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one incorporeal creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from

magic weapons, spells, spell-like effects, and supernatural effects.

- Diminished Effects The spell's range is reduced to touch and the spellcaster must make a melee touch attack to deliver the spell's effect.
  - Heightened Effects The target takes full damage from all types of weapons, spells, spell-like effects, and supernatural effects.

# GHOSTLY DISGUISE

School illusion (glamer); Classes alchemist, bard, inquisitor, sorcerer/wizard, witch CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 10 minute/level (D) DESCRIPTION

You make yourself—including clothing, armor, weapons, and equipment—appear translucent like a ghost. Any mundane or magical disguise on you is affected by this illusion as well; for example, if you are disguised as the king or a sahuagin, you look like a ghostly version of the king or a sahuagin. Your ghostly form may have a pale green, blue, or violet coloration, or a muted version of your normal appearance.

The spell does not actually make you ghostly or provide any incorporeal abilities. If you choose, the illusion can make you appear to float slightly above the ground, though you are actually still on the ground. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

- Diminished Effects The spell's duration is reduced to 1 minute/level.
- Heightened Effects The spell's range becomes touch and its target becomes one creature.

## GHOUL TOUCH

School necromancy [poison (stench aspect only)]; Classes sorcerer/wizard; Domains undead CASTING

# **Casting Time** 1 standard action **Components** V, S, M (cloth from a ghoul or earth from a ghoul's lair) EFFECT

Range touch

Target living humanoid touched

Duration 1d6+2 rounds

Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

A paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-footradius spread to become sickened (Fortitude negates). A *neutralize poison* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench. This is a poison effect.

- Diminished Effects The spell's duration is reduced to 1d4 rounds, and the subject does not exude a stench.
- Heightened Effects You can use the melee touch attack per four caster levels.

#### GLIDE

**School** transmutation; **Classes** druid, sorcerer/wizard, summoner, witch

CASTING

Casting Time 1 standard action Components V, S, M/DF (a leaf) EFFECT Range personal Target you Duration until landing or 1 minute/level (D)

#### DESCRIPTION

You take no damage from falls (as if from *feather fall*). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a

speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

- Diminished Effects The spell's duration is reduced to 1 round/level.
- Heightened Effects The spell's range becomes touch and its target becomes one creature.

#### GLITTERDUST

School conjuration (creation); Classes bard, magus, sorcerer/wizard, summoner, witch CASTING Casting Time 1 standard action Components V, S, M (ground mica) EFFECT Range medium (100 ft. + 10 ft./level) Area creatures and objects within 10-ft.-radius spread Duration 1 round/level Save Will negates (blinding only); Spell Resistance no DESCRIPTION

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and its target is changed to one creature or object.  Heightened Effects A creature that succeeds on its Will save against the blindness is still dazzled for the duration of the spell.

# GRACE [ERRATA]

School abjuration; Classes cleric/orad	cle 6
CASTING	0110
Casting Time 1 swift action Components V	N
EFFECT	
Range personal Target you Duration see text	
DESCRIPTION	

Until the end of your turn, your movement does not provoke attacks of opportunity.

**Diminished Effects** Until the end of your turn, your gain a +1 luck bonus against attacks of opportunity.

Heightened Effects The spell's range becomes touch and its target becomes one creature. The spell's casting time becomes 1 standard action, its range becomes touch, and its target becomes one creature.

## **GUIDING STAR**

School divination; Classes ranger
CASTING
Casting Time 1 minute
Components V, S, M (a spool of thread or string)
EFFECT
Range personal
Target you
Duration 1 day/level (D)
DESCRIPTION

You form a bond with your surroundings when you cast this spell. For the remaining duration of the spell you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it. You cannot determine the location of the area if you are on a different plane. The area counts as "very familiar" for the purposes of *teleport* or similar spells. You can only attune yourself to one location at a time. If you cast the spell at another spot you lose the ability to locate your original area.

- Diminished Effects The spell's duration is reduced to 1 hour per level.
- Heightened Effects The spell's range becomes touch and its target becomes one creature.

#### **GUST OF WIND**

School evocation [air]; Classes druid, magus, sorcerer/wizard

#### CASTING

Casting Time 1 standard action Components V, S

# EFFECT

Range 60 ft. Effect line-shaped gust of severe wind emanating out from you to the extreme of the range Duration 1 round

Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a –4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 × 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet.

Small creatures are knocked prone by the force of the wind.

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check. Large or larger creatures may move normally within a *gust of wind* effect.

This spell can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a *gust of wind*.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

*Gust of wind* can be made permanent with a *permanency* spell.

**Diminished Effects** The wind cannot knock creatures down.

Heightened Effects The wind extinguishes even protected flames and continues to blow for 1d4+1 rounds (or until dismissed). Each round in the affected area, creatures must make saves or be knocked down.

# 

#### HAUNTING MISTS

**School** illusion (figment) [fear, shadow]; **Classes** bard, sorcerer/wizard, witch

CASTING

**Casting Time** 1 standard action **Components** V, S

EFFECT

Range 20 ft. Effect cloud spreads in 20-ft. radius, 20 ft. high Duration 1 minute/level (D) Saving Throw Will partial (see text); Spell Resistance no DESCRIPTION

An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist 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). All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

Diminished Effects All creatures within the mist must save or take 1 point of Wisdom damage. There is no shaken condition.

Heightened Effects All creatures within the mist must save or take 1d<sub>3</sub> points of Wisdom damage and gain the shaken condition. The shaken condition lasts for the duration of the spell, even if the creature moves outside the mist.

# HEAT METAL

School transmutation [fire]; Classes druid; Domains metal, sun

CASTING

Casting Time 1 standard action Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)

**Target** metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, all of which must be within a 30-ft. circle **Duration** 7 rounds

Saving Throw Will negates (object); Spell Resistance yes (object)

# DESCRIPTION

*Heat metal* causes metal objects to become redhot. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, and causes more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *heat*  *metal* deals half damage and boils the surrounding water.

Heat metal counters and dispels chill metal.

- Diminished Effects The spell's range becomes touch.
- Heightened Effects The spell lasts 9 rounds and deals damage as follows:

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
4	Blistering	1d6 points
5–6	Searing	2d6 points
7	Blistering	1d6 points
8	Hot	1d4 points
9	Warm	None

Further, a creature holding or wearing an object while it is searing hot suffers 1 point of Dexterity damage (regardless of how many rounds the object is worn or held).

## HEROISM

School enchantment (compulsion) [mind-affecting]; Classes bard

CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target creature touched Duration 10 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

- Diminished Effects The target only gains a +1 morale bonus on attack rolls, saves, and skill checks.
- Heightened Effects The target gains a +3 morale bonus on attack rolls, saves, and

skill checks. If the target is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

#### **HIDDEN SPEECH**

School transmutation [language-dependent]; Classes bard, witch

CASTING

**Casting Time** 1 standard action **Components** V, S, M/DF (a cipher written on a piece of parchment)

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target you plus one creature/level, no two of which can be more than 30 ft. apart

Duration 10 minutes/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes

DESCRIPTION

You greatly enhance the ability of the subjects to communicate hidden messages to each other. Each target gains a +10 competence bonus on Bluff checks to send secret message to other recipients. Others using opposed Sense Motive checks to decipher these messages receive a -5 penalty. All subjects affected by the spell must share a language to be able to pass messages.

- Diminished Effects Each target only gains a +5 competence bonus on Bluff checks to send secret messages to other recipients, and others using opposed Sense Motive checks to decipher these messages only receive a -2 penalty.
  - Heightened Effects Each target gains a +15 competence bonus on Bluff checks to send secret messages to other recipients, and others using opposed Sense Motive checks to decipher these messages receive a –8 penalty.

## HIDE CAMPSITE

School illusion (glamer); Classes ranger

CASTING

**Casting Time** 10 minutes **Components** V, S, M (a sprig of mistletoe, and a vial of quicksilver)

EFFECT

Range close (25 ft. + 5 ft./2 levels) Area one 20-ft. cube Duration 2 hours/level (D) Saving Throw Will disbelief (if interacted with); Spell Resistance no DESCRIPTION

You make the area around a campsite appear to be a thicket of untouched and forbidding foliage, or some other unwelcoming feature matching the surrounding terrain. Creatures outside the area cannot sense any activity going on inside the area they cannot smell campfires or cooking food, they cannot hear conversation, loud noises, or spells being cast, and they cannot even feel heat or a rush of wind coming from the area. Those inside the area can see out normally. Once a creature steps into the area of the spell, it can see everything in and around the area normally.

- Diminished Effects The spell's duration is reduced to 1 hour/level.
- Heightened Effects The spell's area increases to one 30-ft. cube and its duration is increased to 1 day/level.

#### HIDEOUS LAUGHTER

School enchantment (compulsion) [mind-affecting]; Classes sorcerer/wizard	
CASTING	N. M.
Casting Time 1 standard action	
Components V, S, M (tiny fruit tarts and a feather)	
EFFECT	44
Range close (25 ft. + 5 ft./2 levels)	
Target one creature; see text	123
Duration 1 round/level	
Saving Throw Will negates; Spell Resistance yes	
DESCRIPTION	a new
	A line

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter,

falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the casters receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

- **Diminished Effects** The spell's range is reduced to touch and its duration is reduced to 1 round.
- Heightened Effects The spell can target one humanoid creature per three caster levels, no two of which can be more than 30 feet apart.

# HOLD ANIMAL

School enchantment (compulsion) [mind-affecting]; Classes druid, ranger; Domains animal

CASTING			11 2
Components: V, S			
EFFECT	Repl	1.46	11. 11.
Target one animal			
DESCRIPTION	20	39211	11.11
	43		a part for

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

#### HOLD PERSON

School enchantment (compulsion) [mind-affecting]; Classes antipaladin, bard, cleric/oracle, inquisitor, witch CASTING

Casting Time 1 standard action Components V, S, F/DF (a small, straight piece of iron) EFFECT

Range medium (100 ft. + 10 ft./level) Target one humanoid creature Duration 1 round/level (D); see text Saving Throw Will negates; see text; Spell Resistance yes DESCRIPTION

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and its duration is reduced to 1 round.
- Heightened Effects The spell can target one humanoid creature per three caster levels, no two of which can be more than 30 feet apart.

# HOLY SHIELD

School abjuration; Classes paladin	11-3
CASTING	See. Ma
Casting Time 1 standard action Component V, S	
EFFECT	S. S. " 10
Range personal	i de
Target you	
Duration 10 minutes/level	-
Saving Throw none; Spell Resistance no	
DESCRIPTION	- 20-30

You gain the ability to magically project the defense of your shield to protect another creature at a distance. As a swift action, you designate one target within 30 feet. The target gains your shield's

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shield bonus and enhancement bonus to Armor Class until your next turn; you gain no benefit from the shield's shield bonus or enhancement bonus while using this spell and cannot use any of the shield's other properties or abilities (such as magical abilities, making a shield bash, or providing cover with a tower shield). As a swift action, you may move the protection to another target (including yourself); if you move the protection to yourself, you may use any of the shield's properties or abilities as normal. If the shielded creature exceeds the 30-foot range, your shield's protection automatically reverts to you. Any circumstance that would make you lose your shield bonus (such as an enemy breaking the shield, you dropping the shield, or you becoming helpless or unconscious) means the protected creature loses the shield's benefit.

- Diminished Effects The spell's duration is reduced to 1 minute/level and the target only gains half your shield's shield bonus and enhancement bonus to Armor Class until your next turn.
  - Heightened Effects Both you and the target benefit from your shield's shield bonus and enhancement bonus to Armor Class until your next turn.

# HONEYED TONGUE

School transmutation; Classes bard, inquisitor CASTING Casting Time 1 standard action Components V, M/DF (a drop of honey) EFFECT Range personal Target you Duration 10 minutes/level DESCRIPTION

This spell augments your diplomacies. While under the effects of spell, you roll two dice each time you make a Diplomacy check to change a creature's attitude, taking the highest roll. If this results in a roll low enough to reduce the creature's attitude by a step, that creature gets some clue that you are manipulating it with a spell. Alternatively you can cast this spell before making a Diplomacy check to gather information, gaining a +5 competence bonus on the check.

- Diminished Effects N/A.
- Heightened Effects The spell's range changes to touch, and its target changes to one creature.

# HUNTER'S EYE

	and the second second
School divination; Classes ranger	103
CASTING	1.50
Casting Time 1 standard action Components V, S, DF	1
EFFECT	1
Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 minute/level Saving Throw none; Spell Resistance yes	E.
DESCRIPTION	1 Sal

Sharpening your perceptive abilities and tuning them against obfuscating effects, *hunter's eye* greatly enhances your senses against the target creature. You gain the ability to perceive the target when it is invisible or ethereal as though using the *see invisibility* spell, and receive a +20 competence bonus on Perception checks to locate the target. You ignore concealment provided by fog or mist, *blur, displacement, invisibility*, and similar effects affecting the target, but not concealment provided by darkness. This spell provides no benefits to your allies, and no benefits against creatures other than the target.

Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels), and you only receive a +10 competence bonus on Perception checks to locate the target.

Heightened Effects The spell's duration increases to 10 min./level and you gain darkvision out to 60 feet in addition to the spell's normal effects. You are still not able to ignore concealment provided by magical darkness (as caused by deeper darkness).

## HYDRAULIC TORRENT

School evocation [water]; Classes druid, magus, sorcerer/wizard CASTING Casting Time 1 standard action Components V, S EFFECT Range 30 ft. Area 30-ft. line Duration instantaneous Saving Throw none; Spell Resistance yes

DESCRIPTION

You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and moveable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own. Make a combat maneuver check and apply its results to each creature within the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity.

Against immovable objects this stream instead allows you to make a Strength check to destroy the target. When attempting to break an object, the stream has an effective Strength equal to your caster level plus the ability score modifier as above. The Break DC depends on the object you're trying to break (see **Sidebar: Object Break DCs**).

*Hydraulic torrent* extinguishes any normal fires it encounters along its path. Magical fires are unaffected.

Diminished Effects The spell's range increases to close (25 ft. + 5 ft./2 levels) and its area becomes one 5-foot square.

- Heightened Effects The spell's area increases to 60 feet and it affects all creatures in a 60-foot line.
- Merge Alert! This spell combines the effects of the following spells: hydraulic push and hydraulic torrent.

# SIDEBAR: OBJECT BREAK DCS

	A CONTRACTOR OF THE OWNER
Object	Break DC
Rope (1 in. diameter)	23
Simple wooden door	13
Small chest	17
Good wooden door	18
Treasure chest	23
Strong wooden door	23
Masonry wall (1 ft. thick)	35
Hewn stone (3 ft. thick)	50
Chain	26
Manacles	26
Masterwork manacles	28
Iron door (2 in. thick)	28
Condition	DC Adj.*
Hold portal	5
Arcane lock	10
* If both apply, use the larger nu	mber.

# HYPNOTIC PATTERN

School illusion (pattern) [mind-affecting]; Classes bard, sorcerer/wizard

CASTING

Casting Time 1 standard action Components V (bard only), S, M (a stick of incense or a crystal rod); see text EFFECT

Range medium (100 ft. + 10 ft./level) Effect colorful lights in a 10-ft.-radius spread Duration concentration + 2 rounds Saving Throw Will negates; Spell Resistance yes DESCRIPTION

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component.

- Diminished Effects The spell only affects 2d4 HD of creatures.
  - Heightened Effects Roll 3d4 and add your caster level (maximum 15) to determine the total number of HD of creatures affected.

## IMBUE WITH AURA

School transmutation; Classes cleric/oracle

Casting Time 1 standard action Components V, S, DF

#### EFFECT

ASTING

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute/level Saving Throw Will negates (see text); Spell Resistance yes

# DESCRIPTION

You infuse another creature with your divine aura, causing the target to radiate an aura identical to your own clerical aura. The target's actual alignment is not changed, but spells like *detect evil* or *detect good* detect only the aura, not the creature's actual alignment. For the duration of this spell, effects influenced by the target's alignment function according to the imposed aura, not the creature's actual aura. When the spell ends, the target's aura returns to normal, and alignmentaffecting magic affects it according to its actual alignment.

- Diminished Effects The spell's duration is decreased to 1 round/level (maximum of 5 rounds).
- Heightened Effects The spell's duration is increased to 10 minutes/level.

# **INSTANT ARMOR**

**School** conjuration (creation) [force]; **Classes** cleric/oracle, paladin

CASTING	811 · 1114 12
Casting Time 1 standard action Components V, S, DF	S. S. M.
EFFECT	11 3 2 1/1
Range personal	all at a
Target you	. When a
Duration 1 minute/level (D)	Dec La Part
DESCRIPTION	3100

You instantly wrap your body in a suit of armor made from opaque force. At your option, the armor can be decorated with your religion's holy symbol in a prominent place, such as upon the breastplate or helm. While it exists, this armor replaces any garments or other sort of armor worn, magical as well as mundane. You lose access to, and all benefits from, armor replaced by this spell until the spell ends and the instant armor disappears.

Instant armor acts in all ways as armor typical of its type (armor bonus, maximum Dexterity bonus, arcane spell failure chance, and so on). Since instant armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. The sort of armor you can create with this spell depends on your caster level.

Caster Classes	Armor Created
5th or lower	chainmail
6th–8th	banded mail
9th–11th	half-plate
12th or higher	full plate

If you choose to create lesser armor than your level allows you gain a +1 magical enhancement bonus to the armor you do create for every type of armor you pass over. For instance, if you have the capacity to create full plate *instant armor* you could instead choose to create +1 half-plate, +2 banded mail, or +3 chainmail. You cannot replace these bonuses with armor special properties.

- Diminished Effects The spell's duration is decreased to 1 round/level, you cannot create full plate armor, and the maximum magical enhancement bonus gained by creating a lesser armor is +2.
- Heightened Effects The spell's duration is increased to 10 minutes/level and the created armor is treated as masterwork (its armor check penalty is lessened by 1).

# INSTRUMENT OF AGONY

School transmutation; Classes cleric/oracle, inquisitor CASTING

Casting Time 1 standard action Components V, S EFFECT

1

Range touch Target weapon touched Duration 1 minutes/level Saving Throw Will negates (harmless, object), see text; Spell Resistance yes (harmless, object), see text DESCRIPTION

You cause a weapon to exude a palpable aura of divine fury. While wielding this weapon, a creature gains a +2 morale bonus on Intimidate checks. When an attack made using the targeted weapon hits, the wielder can spend a free action to discharge the effect to inflict agony on the creature the weapon hit. If that creature has spell resistance, it applies against this effect. If the creature fails a Will save, it is nauseated for 1d4+1 rounds. If it succeeds at the saving throw, the creature is instead sickened for 1 round. The sickened condition created by the instrument is a mindaffecting effect.

Diminished Effects If the wielder chooses to discharge the effect and the hit creature fails a Will save, it is only sickened for 1 round. If the hit creature succeeds at the saving throw, the sickened effect is negated.

Heightened Effects If the wielder chooses to discharge the effect and the hit creature fails a Will save, it is nauseated for 2d4+1 rounds. If the hit creature succeeds at the saving throw, the creature is instead sickened for 1d4 rounds.

# INVIGORATE

School illusion [figment]; Classes bard CASTING Casting Time 1 standard action Component V EFFECT Range touch Target creatures touched, up to one per three levels Duration 10 minutes/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

This spell banishes feelings of weariness. For the duration, the subject takes no penalties from the fatigued or exhausted conditions. The effect of invigorate is merely an illusion, however, not a substitute for actual rest or respite. When the spell ends, the subject takes 1d6 points of nonlethal damage, along with the return of the original condition(s). A creature can be under the effects of only one invigorate spell at a time; if it is cast a second time on that creature, the first effect immediately ends.

Diminished Effects The spell's target is reduced to creature touched.

Heightened Effects The spell's target improves to creatures touched, up to one/level.

Merge Alert! This spell combines the effects of the following spells: *invigorate* and *mass invigorate*.

#### INVISIBILITY

School illusion (glamer); Classes alchemist, antipaladin, bard, inquisitor, magus, sorcerer/wizard, summoner; Domains trickery; Bloodline arcane

# CASTING

**Casting Time** 1 standard action **Components** V, S, M/DF (an eyelash encased in gum arabic)

# EFFECT

Range personal or touch Target you or a creature or object weighing no more than 100 lbs./level Duration 1 min./level (D)

**Saving Throw** Will negates (harmless) or Will negates (harmless, object); **Spell Resistance** yes (harmless) or yes (harmless, object)

## DESCRIPTION

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

- Diminished Effects The duration is reduced to 1 round/per level (maximum of 5 rounds).
  - Heightened Effects The spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the spell ends.

Merge Alert! This spell combines the effects of the following spells: invisibility, invisibility sphere, and vanish.

#### **KINETIC REVERBERATION**

School transmutation; Classes alchemist, sorcerer/wizard CASTING

Casting Time 1 standard action Components V, S, M (rubber tree sap)

EFFECT

Kittink

Range touch Target creature touched Duration 1 round/level Saving Throw Fortitude negates (object); Spell Resistance yes (object) DESCRIPTION

This spell converts the momentum and force from melee attacks made against the target of the spell, reflecting them back upon the attacker's weapon. After making a successful melee attack against the target, an attacker must make a Fortitude saving throw for the weapon used. If the weapon fails the save, it takes damage equal to the damage rolled against the target. Creatures using natural attacks or unarmed strikes are unaffected by this spell.

> **Diminished Effects** You may only target yourself, and on a failed save the weapon only takes damage equal to 1/2 the damage rolled against the target (round down).

Heightened Effects The spell amplifies the damage reverberated back on the weapon. On a failed save the roll the damage (with all modifiers) a second time and add that to the damage rolled against the target. That is amount of damage the weapon takes.

#### KNOCK

**School** transmutation; **Classes** inquisitor, sorcerer/wizard

CASTING Casting Time 1 standard action Components V

EFFECT

**Range** medium (100 ft. + 10 ft./level) **Target** one door, box, or chest with an area of up to 10 sq. ft./level

Duration instantaneous; see text Saving Throw none; Spell Resistance no DESCRIPTION

DESCRIPTION

Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. When you complete the casting of this spell, make a caster level check against the DC of the lock with a +10 bonus. If successful, knock opens up to two means of closure. This spell opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each casting can undo as many as two means of preventing access.

> Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels). In addition, you only gain a +5 bonus on your caster level check, and, if successful, the spell only opens one means of closure. If used to open a door sealed by hold portal, the spell does not remove the seal but simply suspends its functioning for 10 minutes. This version of the spell does not function against an arcane locked door.

Heightened Effects The spell negates an arcane locked door; unless the arcane locked door has also been heightened, in

which case the spell only suspends the arcane lock's functioning for 10 minutes.

#### LEVITATE

School transmutation; Classes alchemist, magus, sorcerer/wizard, summoner, witch

Casting Time 1 standard action Components V, S, F (a wing feather)

CITECT

Range personal or close (25 ft. + 5 ft./2 levels) Target you or one willing creature or one object (total weight up to 100 lbs./level) Duration 1 min./level (D) Saving Throw none; Spell Resistance no DESCRIPTION

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

- Diminished Effects The spell's range is reduced to personal and its target becomes you. You cannot levitate more than 5 feet off the ground.
- Heightened Effects The spell's range is reduced to touch. The subject can fly at a

speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *levitate* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *levitate* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to ½ your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *levitate* spell is dispelled, but not if it is negated by an *antimagic field*.

**Merge Alert!** This spell combines the effects of the following spells: *levitate* and *fly*.

# LIFE CONDUIT

School conjuration (healing); Class	es sun	nmone	er	E.
CASTING	1.62	(ARAM)	and the	Pro St
Casting Time 1 standard action Components V, S				
EFFECT				-
Range personal				
Target you Duration 1 round/level				1.44
DESCRIPTION	- Sec.	26.		123 Car

You utilize *life conduit* to share hit points with your eidolon. While this spell is active, you can spend a swift action to transfer 2d4 hit points between you and your eidolon, either taking damage yourself and healing your eidolon or healing yourself and damaging your eidolon. If your eidolon moves farther than 50 feet from you, this spell ends.

- Diminished Effects You can transfer 1d6 hit points as a swift action.
- Heightened Effects You can transfer 2d6 hit points as a swift action.
- Merge Alert! This spell combines the effects of the following spells: *life conduit* and *improved life conduit*.

# LIGHT LANCE,

School evocation [good, light]; Classes paladin cASTING

Casting Time 1 standard action Components V, S EFFECT

Range personal

Effect lance of light

Duration 1 round + 1 round/level (D)

DESCRIPTION

You create a glorious beam of brilliant radiance that acts as a +1 holy lance suitable for your size. You must have a free hand when casting the spell and, once you call the lance into being, you cannot switch it to another hand or put it down without prematurely ending the spell. As a standard action while holding a light lance, you can choose not to make an attack and instead hold the lance aloft as a beacon of light and truth, creating an area of bright light with a radius of 90 feet. If you choose to do this for one or more additional rounds the lance also casts a spear of brilliant light up into the sky that grows progressively more visible as it continues to climb toward the heavens. Under cover of night or other darkness, if nothing obstructs the beam, it becomes visible for an additional 2 miles during each round in which you continue to aim your lance skyward (2 miles in the second round, 4 miles in the third round, and so on).

- Diminished Effects You only create a +1 lance. If you hold the lance aloft, it only produces bright light in a 6o-foot-radius. Under cover of darkness, it only becomes visible for an additional 1 mile during each round in which you continue to aim your lance skyward.
- Heightened Effects The +1 holy lance's enhancement bonus on attack and damage rolls increases by an additional +1 per 6 caster levels (maximum +3). If you hold the lance aloft, it produces bright light in a 120-foot-radius. Under cover of darkness, it becomes visible for an additional 3 miles during each round in which you continue to aim your lance skyward.

#### LITANY OF DEFENSE

School transmutation; Classes antipaladin, inquisitor, paladin casting

Casting Time T swift action	100
Components V, S, DF	16
EFFECT	4
Range personal	5
Target you	31
Duration 1 round	94
Saving Throw no; Spell Resistance yes	11 .
DESCRIPTION	( Aller

Invoking this litany strengthens your defenses. Any enhancement bonus your armor has is doubled and you are immune to fear.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Diminished Effects Any enhancement bonus your armor has is only multiplied by 1-1/2 (round down) and you only gain a +4 morale bonus against fear.

Heightened Effects The spell's duration increases to concentration (maximum 1 round/level) (D).

# LITANY OF ELOQUENCE

School enchantment (charm) [language dependent, mind-affecting]; Classes antipaladin, paladin

CASTING

Casting Time 1 swift action Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round Saving Throw no; Spell Resistance yes DESCRIPTION

Your litany is a fascinating diatribe of grace, causing your target to do nothing but listen. The target is fascinated.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Diminished Effects The target receives a Will save to negate the fascinated effect.

Heightened Effects The spell's duration increases to concentration (maximum 1 round/level) (D).

# LITANY OF ENTANGLEMENT

School conjuration (calling) [language dependent]; Classes antipaladin, paladin

CASTING	
Casting Time 1 swift action	
Components V, S, DF	

EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

Your litany conjures chains of energy that lash upward from the ground and hamper the target's movement. The target is entangled. This spell has no effect on flying creatures, or creatures not standing upon solid ground.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

- Diminished Effects The target receives a Reflex save to negate the entangled effect.
- Heightened Effects The spell's duration increases to concentration (maximum 1 round/level) (D).

# LITANY OF RIGHTEOUSNESS

School evocation [good, language dependent]; Classes paladin

CASTING Casting Time 1 swift action Components V, S, DF EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round Saving Throw no; Spell Resistance yes DESCRIPTION

Calling down a litany of anathema, you make an evil more susceptible to the attacks of good creatures. If the target is evil, it takes double damage from attacks made by creatures with a good aura (from a class feature or as a creature with the good subtype). If the target also has the evil subtype; when it is hit with attacks made by creatures with a good aura, it is also dazzled for 1d4 rounds. If this spell targets a nonevil creature (or one that lacks the evil subtype), it has no effect, and the spell is wasted.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

**Diminished Effects** An evil target only take 1-1/2 times damage from attacks made by creatures with a good aura. A target with the evil subtype suffers no additional effect.

Heightened Effects The spell's duration increases to concentration (maximum 1 round/level) (D).

# LITANY OF WARDING

School transmutation; Classes antipaladin, paladin CASTING

Casting Time 1 swift action Components V, S, DF	1 has
EFFECT	112
Range personal Target you	120
Duration 1 round	110
DESCRIPTION	

With this litany, you become more aware of your opponents. You can make two additional attacks of opportunity this round. Furthermore, you gain a +2 sacred bonus to AC against attacks of opportunity.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Diminished Effects You only gain one additional attack of opportunity a round and only a +1 sacred bonus to AC against attacks of opportunity.

Heightened Effects The spell's duration increases to concentration (maximum 1 round/level) (D).

## LOCATE OBJECT

School divination; Classes bard, sorcerer/wizard; Domains travel

CASTING

Casting Time 1 standard action Components V, S, F/DF (a forked twig) EFFECT Range long (400 ft. + 40 ft./level) Area circle, centered on you, with a radius of 400 ft. + 40 ft./level Duration 1 min./level Saving Throw none; Spell Resistance no

DESCRIPTION

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* and *nondetection* fool it.

- Diminished Effects You cannot detect specific objects, only general ones (you can look for swords, but not a specific sword).
- Heightened Effects The spell's duration increases to 10 minutes/level.

#### LOCATE WEAKNESS

School divination; Classes ranger

CASTING	A States of the second s	Salar Contractor
Casting time 1 standard actio	n	1
Components V, S, M/DF (a pick	kled predator's	s eye)
EFFECT	Statist VI	(F
Range personal	110000001	19
Target you	11	11
Duration 1 minute/level		-
DESCRIPTION	The state of the s	No. Com

You can sense your foes' weak points, granting you greater damage with critical hits. Whenever you score a critical hit, roll the attack's damage dice (but not extra or precision damage dice) twice and take the highest result.

- Diminished Effects The spell's duration is reduced to 1 round/level.
  - Heightened Effects The spell's range becomes touch and it target becomes one creature.

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# LOCKJAW

School transmutation; Classes druid, ranger

Casting Time 1 standard action Components V, S, M (sticky tree gum) EFFECT Range touch Target creature touched Duration 1 round/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You give a creature the ability to use one of its natural attacks to firmly attach itself to an opponent. Choose one of the creature's natural attacks (usually a claw or bite attack). The creature gains the grab ability with that natural attack, including the +4 bonus on combat maneuver checks to start or maintain a grapple. A creature with multiple natural attacks can strike at its grappled opponent with its other natural attacks, but cannot attack any other creature.

> **Diminished Effects** The target creature only gains a +2 bonus on combat maneuver checks to start or maintain a grapple.

Heightened Effects The spell works for creatures with natural weapons (i.e. a monk's unarmed strike) as well natural attacks. The creature must choose a limb that can grasp a weapon (i.e. its right or left hand) to gain the grab ability.

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#### MAD HALLUCINATION

**School** illusion (phantasm); **Classes** bard, sorcerer/wizard, witch

CASTING

**Casting Time** 1 standard action **Components** V, S

EFFECT

Range close (20 ft.) Target one humanoid creature Duration 5 minute/level (maximum 1 hour) Saving Throw Will negates; Spell Resistance yes DESCRIPTION

This spell induces a hallucinogenic reality in the mind of your target. Surfaces seem to swim, and movement constantly distracts the eye. The target takes a –2 penalty on Will saving throws, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks.

- Diminished Effects The spell's range is reduced to touch and its duration is reduced to 1 minute/level.
- Heightened Effects The spell affects all creatures in a 10-foot-radius burst from the target point.

#### MAGIC MOUTH

School illusion (glamer); Classes sorcerer/wizard; Domains magic	
CASTING	
<b>Casting Time</b> 1 standard action <b>Components</b> V, S, M (a small bit of honeycomb and dust worth 10 gp)	l jade
EFFECT	
Range close (25 ft. + 5 ft./2 levels) Target one creature or object Duration permanent until discharged Saving Throw Will negates (object); Spell Resistan yes (object)	ce
DESCRIPTION	1. 1. 1. 1. 1. 1.

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears

and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. *Magic mouth* can also be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6<sup>th</sup>-level caster can command a *magic mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

*Magic mouth* can be made permanent with a *permanency* spell.

- Diminished Effects The spell's range is reduced to touch and the message must be 6 or fewer words long.
- Heightened Effects The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on one or more of the following, as you select: an audible; tactile; olfactory;

or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment.

# MAGIC SIEGE ENGINE

**School** transmutation; **Classes** antipaladin, cleric/oracle, inquisitor, paladin, sorcerer/wizard

CASTING	
Casting Time 1 standard action	
Components V, S, DF	
EFFECT	
Range touch	3
Target one siege engine touched	
Duration 1 minutes/level	
Saving Throw Will negates (harmless, object); Spell	-
Resistance yes (harmless, object)	1
DESCRIPTION	2
Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)	

This spell permits an indirect fire siege engine to bombard its targets with greater accuracy, delivering more damage. The siege weapon receives a +1 enhancement bonus on targeting rolls and damage rolls. If used on a direct fire siege weapon, this spell acts a *magic weapon*.

- Diminished Effects The spell's duration is reduced to 1 round.
- Heightened Effects The +1 bonus on attack and damage rolls is changed to a luck bonus, and therefore stacks with a masterwork or magic siege engine's existing enhancement bonus.

# MASTERWORK TRANSFORMATION

**School** transmutation; **Classes** bard, cleric/oracle, druid, sorcerer/wizard, witch

Casting Time 1 hour	16 m
Components V, S, M (see below)	al IR
EFFECT	11
Range touch	1 AC
<b>Target</b> one weapon, suit of armor, shield, touched	tool, or skill ki
Duration instantaneous	1
Saving Throw none; Spell Resistance no	
DESCRIPTION	and the second s

You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality.

The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item (typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool). If an object has multiple masterwork options (such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor), you choose one option of the object to affect (though you can cast the spell again to affect another option).

- Diminished Effects The spell's duration is changed to 1 day/level.
- Heightened Effects You can convert a number of non-masterwork items equal to your Intelligence, Wisdom, or Charisma modifier, whichever is highest, into their masterwork equivalents. You must use magical reagents worth the cost difference between each normal item and its masterwork equivalent.

#### MEMORY LAPSE

School enchantment [mind-affecting]; Domains memory cASTING Casting Time 1 standard action

Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Will negates; Spell Resistance yes DESCRIPTION

You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

- Diminished Effects The spell's casting time is increased to 1 round and its range is reduced to touch.
  - Heightened Effects The spell affects all living creatures (maximum one creature/level) in a 10-foot-radius burst from the target point. If there are more creatures than you can affect in the burst area, you may choose which creatures to affect.

# MIRROR IMAGE

School illusion (figment); Classes bard, magus, sorcerer/wizard; Domains deception CASTING

**Casting Time** 1 standard action **Components** V, S

EFFECT

Range personal Target you Duration 1 min./level

DESCRIPTION

DESCRIPTION

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Diminished Effects The spell's duration is reduced to 1 round/level, and you only create 1d4 illusory duplicates. Heightened Effects You create 2d4 illusory duplicates plus one per two caster levels (maximum twelve images total).

# MISDIRECTION

School illusion (glamer); Classes bard, sorcerer/wizard, summoner

CASTING		2 - Left
Casting Time 1 standard action	2	
Components V, S		
EFFECT	333	1

Range close (25 ft. + 5 ft./2 levels) Target one creature or object, up to a 10-ft. cube in size Duration 1 hour/level Saving Throw none or Will negates; see text; Spell Resistance no

DESCRIPTION By means of this spell, you misdirect the

information from divination spells that reveal auras (detect evil, detect magic, discern lies, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (augury, detect thoughts, clairaudience/clairvoyance, and the like).

- **Diminished Effects** The spell's range is reduced to touch, its duration is reduced to 1 hour, and you can only target one creature or object, up to a 5-ft. cube in size.
  - **Heightened Effects** The spell's range is increased to medium (100 ft. + 10 ft./level) and you may target one creature or object,

up to a 20-ft. cube in size (or area of the same volume).

### **MISERABLE PITY**

School abjuration [emotion, mind-affecting]; Classes bard, sorcerer/wizard, witch

CASTING Casting Time 1 standard action Components V, S

# EFFECT

Range touch

Target creature touched Duration 1 round/level and 1 minute; see text Saving Throw Will negates (see text); Spell Resistance ves

#### DESCRIPTION

This spell functions as *sanctuary*, except creatures attempting to attack the target who fail their saves also feel a strong sense of pity toward the target, as if it were weak, pathetic, and not a threat. If the target breaks the spell by attacking, any creature that failed its save against the spell gains a +2 morale bonus on attack rolls against the target for 1 minute.

- Diminished Effects The spell's range is reduced the personal.
- Heightened Effects The spell confers the sanctuary effect upon all creatures within 10 feet of the recipient at the time the spell is cast. If an individual breaks the spell by attacking, only he is subject to being attacked by creatures that failed their saves against the spell.

#### **MOVING IMAGE**

School illusion (figment); Classes bard, magus, sorcerer/wizard .

**Casting Time** 1 standard action **Components** V, S, F (a bit of fleece) EFFECT Range long (400 ft. + 40 ft./level) Effect visual figment that cannot extend beyond four 10ft. cubes + one 10-ft. cube/level (S) Duration concentration + 2 rounds Saving Throw Will disbelief (if interacted with); Spell Resistance no

### DESCRIPTION

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create smell, texture, temperature, or understandable speech (but it can create some minor sounds). You can move the image within the limits of the size of the effect.

- Diminished Effects The spell's duration is reduced to concentration, and the illusion does not create sound (in addition to the other restrictions).
- Heightened Effects The spell's duration is increased to concentration + 3 rounds, and the illusion can create sound, smell, and thermal effects. The image disappears when struck by an opponent unless you cause the illusion to react appropriately.
  - Merge Alert! This spell combines the effects of the following spells: *major image, minor image, and silent image.*
## NATURAL RHYTHM

School transmutation; Classes druid

# CASTING Casting Time 1 standard action Components V, S, M (a handful of pebbles dropped one by one onto the ground) EFFECT Range touch Target creature touched Duration 1 round/level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

# DESCRIPTION

You enhance a creature's ability to harm an opponent based on the number of times it has already injured that opponent with a natural attack. Each time the creature successfully strikes an opponent with a natural attack, the subject gains a cumulative +1 competence bonus on damage rolls made against that opponent when making natural attacks (maximum +5 bonus). If an attack misses, the bonus to damage for all attacks resets to +0.

> Diminished Effects The spell only affects one type of the target creature's natural attacks (bite, claw, gore, hoof, pincers, slam, sting, tail slap, talon, tentacle, or wing; your choice).

 Heightened Effects Each time the creature successfully strikes an opponent with a natural attack, the subject gains a cumulative +1 competence bonus on attack and damage rolls made against that opponent when making natural attacks (maximum +5 bonus).

## **OBSCURE OBJECT**

School abjuration; Classes sorcerer/wizard

CASTING Casting Time 1 standard action Components V, S, M/DF (chameleon skin) EFFECT

# Range touch

Target one object touched of up to 100 lbs./level Duration 8 hours (D) Saving Throw Will negates (object); Spell Resistance yes (object) DESCRIPTION

This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

- Diminished Effects The spell's duration is reduced to 2 hours (D) and can only target an object up to 25 lbs./level (maximum 100 lbs.).
- Heightened Effects You divide the duration in 1-hour increments among up to eight objects touched.

## **OPPRESSIVE BOREDOM**

School enchantment (compulsion) [emotion, mindaffecting]; Classes bard, sorcerer/wizard CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level or until broken (see text) Saving Throw Will negates (see text); Spell Resistance yes DESCRIPTION

You fill your target with boredom. The target loses all interest in its current task and must make a Will

save against the spell's effect in order to perform its next action. If the target fails, it takes no action that round. The boredom lasts until the duration expires or the target breaks the spell's effect with a successful Will save.

- Diminished Effects The spell's range is reduced to touch.
- Heightened Effects The spell affects all creatures in a 10-foot-radius burst from the target.

## **ORACLE'S BURDEN**

School necromancy [curse]; Classes oracle 2

CASTING

**Casting Time** 1 standard action **Components** V

EFFECT

Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 minute/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

You entreat the forces of fate to bestow your oracle's curse upon another creature. The target creature suffers all the hindrances and none of the benefits of your oracle's curse class feature. You still suffer all effects of your oracle's curse. If you do not have the oracle's curse class feature, this spell has no effect.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels).
- Heightened Effects The spell affects all creatures in a 10-foot-radius burst from the target point.

## **OWL'S WISDOM**

School transmutation; Classes alchemist, cleric/oracle, druid, paladin, ranger, sorcerer/wizard, summoner CASTING

**Casting Time** 1 standard action **Components** V, S, M/DF (feathers or droppings from an owl)

EFFECT

Range touch

Target creature touched

Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance

#### yes DESCRIPTION

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive *owl's wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Diminished Effects You may target only yourself, and the spell lasts only 1 round per level.

Heightened Effects The enhancement bonus to Wisdom increases to +6.

## PALADIN'S SACRIFICE

School abjuration; Classes paladin	1 46
CASTING	
Casting Time 1 immediate action Components V, DF	10
EFFECT	1
Range close (25 ft. + 5 ft./2 levels) Target one creature	

Duration instantaneous Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

# DESCRIPTION

You open up a brief but powerful divine conduit between you and another creature, taking on the damage and any other effects that creature suffers. When a creature in range is hit by an attack or fails a saving throw, you can cast this spell and the wounds and/or effects are magically transmitted to you instead of the target. You are affected as if you were hit by the attack or failed the saving throw, taking all the damage and suffering all of the adverse effects. Any resistances or immunities you have are applied normally, but you cannot otherwise reduce or negate the damage or effects in any way.

If you use this spell against an effect that also targets you or includes you in its area, you suffer the effects for both yourself and the target you spared, potentially taking damage or suffering other consequences twice.

- Diminished Effects The damage and adverse effects bypass any resistances or immunities you have.
- Heightened Effects At the beginning of your next turn, you receive a new saving throw with a bonus equal to your Charisma modifier to end any adverse effect gained through the use of this spell.

## PERCEIVE CUES

**School** transmutation; **Classes** alchemist, inquisitor, ranger, witch

CASTING Casting Time 1 standard action Components V, S, M (a drop of water)

EFFECT Range personal Target you Duration 10 minutes/level DESCRIPTION

Your senses become preternaturally keen, and you gain insight into subtle behavioral cues. For the duration of the spell, you receive a +5 competence bonus on Perception and Sense Motive checks.

- Diminished Effects The spell's duration is reduced to 1 minute/level.
- Heightened Effects The spell's range is changed to creature touched.

## PERNICIOUS POISON

School necromancy [poison]; Classes antipaladin, druid, sorcerer/wizard, witch

CASTING Casting Time 1 standard action Components V, S, DF EFFECT

Range touch Target creature touched Duration 10 minute/level Saving Throw none; Spell Resistance yes DESCRIPTION

You weaken the target's defenses against poison. The target gains a -4 penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments (for example, black adder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4). Attempts to cure the poisoned target with skill or magic take a -4 penalty.

Diminished Effects The target only gains a -2 penalty on saves against poison, and poisons affecting the target continue for another 1 frequency increment (for example, black adder venom lasts 7 rounds instead of 6, and arsenic lasts for 5 minutes instead of 4). Attempts to cure the poisoned target with skill or magic only take a –2 penalty.

Heightened Effects The target gains a –6 penalty on saves against poison, and poisons affecting the target continue for another 3 frequency increments (for example, black adder venom lasts 9 rounds instead of 6, and arsenic lasts for 7 minutes instead of 4). Attempts to cure the poisoned target with skill or magic take a –6 penalty.

## **PHANTOM TRAP**

School illusion (glamer); Classes sorcerer/wizard

Casting Time 1 standard action Components V, S, M (special dust worth 50 gp) EFFECT

Range touch Target object touched Duration permanent (D) Saving Throw none; Spell Resistance no

# DESCRIPTION

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

- Diminished Effects The spell's duration is reduced to 1 hour/level.
- Heightened Effects The spell's range is increased to close (25 ft. + 5 ft./2 levels), and you may affect a number of

mechanisms or devices in a 50-foot area equal to your Intelligence modifier. You must pay the material cost of 50 gp of special dust for every affected mechanism or device.

## PIERCING SHRIEK

School evocation [pain, sonic]; Classes bard	
CASTING	and the
Casting Time 1 standard action Components V	N.
EFFECT	All Said
Range medium (100 ft. + 10 ft./level)	
Target one creature	A.
Duration 1 round/level	1 James
Saving Throw Fortitude negates; Spell Resista	nce yes
DESCRIPTION	4 4/24
	100 E 100

You emit an ear-splitting shriek which can be heard only by the target of this spell; all other observers merely see you screaming silently. The target suffers wracking pain from the scream, gaining the staggered condition. This spell has no effect on deaf creatures and cannot penetrate an area of *silence*.

- Diminished Effects The spell's range is reduced to close (25 ft. +5 ft./2 levels).
- Heightened Effects The spell affects all creatures in a 10-foot-radius burst from the target.

## **PILFERING HAND**

School evocation [force]; Classes bard, cleric/oracle	,
magus, sorcerer/wizard	
CASTING	C.
Casting Time 1 standard action	
Components S	
EFFECT	
Range close (25 ft. + 5 ft./2 levels)	
Target one object	
Duration see text	.15
Saving Throw none; Spell Resistance yes (object)	
DESCRIPTION	1
	1.94

You create and control an invisible telekinetic force, manipulating it with either startling

abruptness or careful deliberateness, allowing you to seize an object from an opponent or remotely manipulate an object. You can utilize this force to one of two ends.

Abrupt Maneuver: You instantaneously attempt a disarm or steal combat maneuver against a target within range. Use your caster level as your Combat Maneuver Bonus, adding your Charisma modifier (bard, oracle, sorcerer), Intelligence modifier (magus, wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. This combat maneuver attempt does not provoke an attack of opportunity from its target, but casting this spell might. If you are successful, you pull the target object to you, and if you have enough hands free, you can catch it. Otherwise, the object lands in your square as if you dropped it.

Careful Maneuver: You attempt a Disable Device check or a Sleight of Hand check to pick-pocket a target within range. This spell lasts as long as you need to accomplish the task, requiring your full concentration for that duration. Once you resolve the skill check, the spell ends. If you are successful on your Sleight of Hand check, you pull the target object to you as with an abrupt maneuver. The target gains a +2 bonus on its Perception check to notice the successful attempt.

- Diminished Effects The combat maneuver or skill check is made at a -2 penalty.
  - Heightened Effects If the target object is a weapon, instead of pulling it to you after a successful combat maneuver or skill check, you can animate it by concentrating (up to 1 round/level). It moves and attacks as you would if you were wielding it (including any penalties for wielding a weapon you are not proficient with). The weapon uses your base speed and base attack bonus (adding your Intelligence,
    Wisdom, or Charisma modifier, whichever is highest, in place of your Strength or

Dexterity modifier) to move and make attacks.

The weapon threatens areas and can flank foes, just as if it were in your hands. Reach weapons have reach. The weapon also can provoke attacks of opportunity as if it were a creature.

The weapon can be targeted for attacks (AC = 13 + your Intelligence, Wisdom, or Charisma modifier, whichever is highest). If the weapon is successfully attacked, you must make a concentration check (DC 13 + the attacker's attack bonus) or the spell ends.

# POX PUSTULES

School necromancy [disease]; Classes druid, witch
CASTING
Casting Time 1 standard action Components V, S, M (leaves from a toxic plant)
EFFECT
Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute/level Saving Throw Fortitude negates; Spell Resistance yes
DESCRIPTION

You inflict a painful, itching rash on the target creature. The target is sickened and takes a -4 penalty to Dexterity (this penalty cannot lower Dexterity below o). The target can spend a move action scratching furiously at the rash to remove the sickened condition (but not the Dexterity penalty) until the start of its next turn.

- Diminished Effects The spell's range is reduced to touch and its duration is reduced to 1 round/level.
  - Heightened Effects The spell's duration is reduced to 1 round/level, but the target becomes nauseated instead of sickened.

# **PRODUCE FLAME**

School evocation [fire]; Domains fire CASTING Casting Time 1 standard action Components V, S EFFECT Range 0 ft. Effect flame in your palm Duration 1 min./level (D) Saving Throw none; Spell Resistance yes DESCRIPTION

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to o minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

- Diminished Effects The spell's duration is reduced to 1 round per level. In addition you may only make a single melee or ranged touch attack, dealing 1d4+1 points of fire damage. The spell ends after you make a single attack.
- Heightened Effects The attacks deal fire damage equal to 2d6 + 1 point per caster level (maximum +10).

## **PROTECTION FROM ARROWS**

**School** abjuration; **Classes** alchemist, sorcerer/wizard, summoner

CASTING
<b>Casting Time</b> 1 standard action <b>Components</b> V, S, F (a piece of tortoiseshell or turtle shell)
EFFECT
Range touch Target creature touched
Duration 1 hour/level or until discharged
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)
DESCRIPTION

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

- Diminished Effects The spell's duration is reduced to 10 minutes/level and only grants DR 5/magic against ranged weapons. Once the spell has prevented a total of 5 points of damage per caster level (maximum 25 points), it is discharged.
- Heightened Effects You divide the duration in 1-hour intervals among the creatures. Once the spell absorbs 10 points of damage per caster level (maximum 100 points) for a subject, the spell's effects end for that subject.
  - Merge Alert! This spell combines the effects of the following spells: *protection from arrows* and *communal protection from arrows*.

# **PROTECTION FROM ENERGY**

School abjuration; Classes ranger

Casting Time 1 standard action Components V, S, DF EFFECT Range touch Target creature touched Duration 10 min./level or until discharged Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10<sup>th</sup> level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

- **Diminished Effects** The spell's duration is reduced to 1 minute/level, and you may only target yourself.
- Heightened Effects You divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.
- Merge Alert! This spell combines the effects of the following spells: protection from energy and communal protection from energy.

## **PROTECTIVE PENUMBRA**

School evocation [darkness]; Classes cleric/oracle, sorcerer/wizard, witch CASTING

**Casting Time** 1 standard action **Components** V, S,

EFFECT Range touch

Target creature touched Duration 10 minutes/level Saving Throw Will negates (harmless); Spell Resistance yes DESCRIPTION

This spell keeps the target slightly in shadow. A target with light blindness, light sensitivity, or vulnerability to sunlight (such as vampires and wraiths) may ignore penalties from those qualities. The spell gives the target a +2 bonus on saving throws against nonmagical hazards related to bright light, such as glare or sunburn.

- Diminished Effects The spell's duration is reduced to 1 minute/level, and you may only target yourself.
- Heightened Effects The bonus on saving throws against nonmagical hazards related to bright light increases to +4.

## **PROTECTIVE SPIRIT**

School conjuration (creation); Classes ranger	1
CASTING	H.
Casting Time 1 standard action Components V, S, DF	
EFFECT	
Range personal Target you Duration 1 round/level	and a strength
DESCRIPTION	

A *protective spirit* is an invisible, mindless, shapeless force that hovers about you, defending you against unexpected attacks. When a creature makes an attack of opportunity against you, the *protective spirit* makes an immediate attack using your base attack bonus plus your Dexterity modifier. On a successful hit, the spirit does no damage, but it causes the attack of opportunity to automatically miss. A *protective spirit* can defend against a number of attacks of opportunity equal to your Dexterity bonus (minimum 1) per round.

A *protective spirit* occupies your space, and moves with you. It cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *protective spirit*'s AC against touch attacks is 10 + your Dexterity modifier.

> Diminished Effects The protective spirit can only defend against 1 attack of opportunity per round.

Heightened Effects The protective spirit makes attacks using your character level plus your Dexterity modifier.

## PYROTECHNICS

School transmutation; Classes bard, magus, sorcerer/wizard; Domains smoke

Casting Time 1 standard action Components V, S, M (one fire source) EFFECT

Range long (400 ft. + 40 ft./level) Target one fire source, up to a 20-ft. cube Duration 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text Saving Throw Will negates or Fortitude negates; see text; Spell Resistance yes or no; see text DESCRIPTION

*Pyrotechnics* turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

*Fireworks*: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

- Diminished Effects The spell's range is reduced to medium (100 ft. + 10 ft./level). The blindness from fireworks reduces to 1 round. The smoke cloud only spreads in a 10-foot radius and only lasts a maximum of 5 rounds.
  - Heightened Effects The blindness from fireworks increases to 2d4+1 rounds. The smoke cloud spreads in a 40-foot radius. A fire-based creature used as a source takes 2 points of damage per caster level.

## QUALM

**School** enchantment (compulsion) [mind-affecting]; **Classes** bard, inquisitor, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute/level or until discharged Saving Throw Will negates; Spell Resistance yes DESCRIPTION

The target is suddenly beset with unexplainable doubts about the effectiveness of its actions and the righteousness of its cause. The creature takes a -10 penalty on its ability checks, skill checks, and concentration checks, until the duration ends, or until it spends its entire turn doing absolutely nothing (it spends a full-round action gaining focus). Spending an entire turn doing nothing discharges the spell.

- Diminished Effects The spell's range is reduced to touch, and you must make a ranged touch attack against the target.
- Heightened Effects The spell cannot be discharged by the target.

#### RAGE

R

**School** enchantment (compulsion) [emotion, mindaffecting]; **Classes** bard; **Bloodline** boreal 2

CASTING

**Casting Time** 1 standard action **Components** V, S

EFFECT

Range medium (100 ft. + 10 ft./level) Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart Duration concentration + 1 round/level (D) Saving Throw none; Spell Resistance yes DESCRIPTION

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

- Diminished Effects The spell may only target one creature.
- Heightened Effects The spell's duration increases to 1 minute + 1 round/level, and you no longer need to concentrate to maintain the spell.

## **RECKLESS INFATUATION**

School enchantment (compulsion) [emotion, mindaffecting]; Classes bard

CASTING	
Casting Time 1 standard action Components V, S	
EFFECT	L'and
Range close (25 ft. + 5 ft./2 levels)	
Target one creature	
Duration 1 day/level	
Saving Throw Will negates; Spell Resistance yes	133
DESCRIPTION	1230

You fill your target with feelings of intense infatuation for a specific individual known to the target. At the time of the casting, you designate a single creature as the focus of the target's desire. Thereafter, the target does all it can to remain within 30 feet of the object of its desire. If the target moves outside this range, it gains the staggered condition until it is again near the focus of its desire. If remaining within 30 feet of the focus of its affection would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Reckless infatuation counters unadulterated loathing.

- Diminished Effects The spell's duration is reduced to 1 hour/level.
  - Heightened Effects The target suffers a 2 penalty on its Will save to break the spell's effect if remaining within 30 feet of the focus of its affection would place the target in obvious physical danger.

# **RECOIL FIRE**

School transmutation; Classes sorcerer/wizard, witch

Casting Time 1 standard action Components V, S, M (hoof shavings from a mule)

EFFECT Range close (25 ft. + 5 ft./2 levels) Target 1 firearm Duration instantaneous Saving Throw Will negates (object); Spell Resistance yes (object) DESCRIPTION

The target firearm suddenly fires of its own volition, even if it is unloaded, generating a recoil so great that the wielder or carrier of the firearm must scramble to hold onto it and becomes flatfooted until the start of his next turn. If the wielder is already flat-footed, he is instead knocked prone. If the firearm was loaded, that ammunition is wasted.

Diminished Effects Instead becoming flatfooted, the wielder only cannot make attacks of opportunity, unless he has the Combat Reflexes feat. Heightened Effects Instead becoming flat-footed, the wielder is knocked prone.

# **REDUCE ANIMAL**

School transmutation; Classes druid, ranger 3 CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target one willing animal of Small, Medium, Large, or Huge size Duration 1 hour/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

This spell functions like *reduce person*, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size (see *enlarge person* sidebar).

- Diminished Effects The spell's casting time is increased to 1 round and its duration is reduced to 1 minute/level.
- Heightened Effects The spell's range is increased to close (25 ft. + 5 ft./2 levels).

# **REJUVENATE EIDOLON**

School conjuration (healing); Classes summoner CASTING Casting Time 1 standard action Components V, S, M (a drop of your blood) EFFECT

Range touch Target eidolon touched Duration instantaneous Saving Throw none; Spell Resistance no DESCRIPTION

By laying your hand upon an eidolon, you cause its wounds to close and its form to solidify. This spell cures 2d10 points of damage +1 point per caster level (maximum +7).

> Diminished Effects The spell only cures 1d10 points of damage +1 point per caster level (maximum +5).

Heightened Effects The spell cures 3d10 points of damage +1 point per caster level (maximum +10).

Merge Alert! This spell combines the effects of the following spells: lesser rejuvenate eidolon and rejuvenate eidolon.

## **RELOADING HANDS**

**School** conjuration (creation); **Classes** magus, ranger, sorcerer/wizard

CASTING

Casting time 1 standard action Components V, S

## Range touch

Target projectile weapon touched Duration 1 round/caster level (D) Saving throw Will negates (object, harmless); Spell Resistance yes (object, harmless) DESCRIPTION

Once per round, phantom hands load a single ranged weapon or firearm with conjured ammunition. This ammunition counts as magical for overcoming damage reduction and attacking incorporeal creatures, but is the standard for its type (a normal bullet or pellets and black powder in the case of firearms). Conjured ammunition ceases to exist 1 round after it is removed from the weapon, or at the end of the duration, whichever comes first.

- Diminished Effects This conjured ammunition counts as mundane, not magical, for overcoming damage reduction and attacking incorporeal creatures.
- Heightened Effects The conjured ammunition gains a +1 enhancement bonus on attack and damage rolls.

## **REMOVE PARALYSIS**

School conjuration (healing); Classes cleric/oracle, inquisitor, paladin; Domains liberation CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Targets up to four creatures, no two of which can be more than 30 ft. apart Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

# DESCRIPTION

You can free one or more creatures from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the staggered condition. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.

- Diminished Effects The spell's range is reduced to touch and its target is changed to creatures touched.
- Heightened Effects The paralysis is negated in all targeted creatures.

# RESIST ENERGY

School abjuration; Classes alchemist, cleric/oracle, druid, inquisitor, paladin, sorcerer/wizard, summoner CASTING

**Casting Time** 1 standard action **Components** V, S, DF

# EFFECT

Range touch Target creature touched Duration 10 min./level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7<sup>th</sup> level and to a maximum of 30 points at 11<sup>th</sup> level. The spell protects the recipient's equipment as well.

*Resist energy* absorbs only damage. The subject could still suffer unfortunate side effects.

*Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

- Diminished Effects The spell's range is reduced to personal.
- Heightened Effects The spell's target changes to creatures touched and you divide the duration in 10-minute intervals among the creatures touched.
- Merge Alert! This spell combines the effects of the following spells: communal resist energy and resist energy.

# RESTORATION

School conjuration (healing); Classes paladin CASTING Casting Time 3 rounds Components V, S, M (diamond dust worth 100 gp) EFFECT Range touch Target creature touched Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

*Restoration* cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

- Diminished Effects The spell does not require a material component. It dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.
  - Heightened Effects The spell also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1week period.

Merge Alert! This spell combines the effects of the following spells: *lesser restoration* and *restoration*.

## **RETURNING WEAPON**

School conjuration (teleportation); Classes bard, cleric/oracle, sorcerer/wizard, witch

Casting Time 1 standard action Components V, S EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one weapon that can be thrown Duration 1 minute/level Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object) DESCRIPTION

For the duration of the spell, the target weapon acts as if it had the *returning* weapon special ability.

This spell can be used as the prerequisite for the *returning* weapon special ability.

**Diminished Effects** The spell's range is reduced to touch.

Heightened Effects The spell's target changes to weapons touched and you divide the duration in 1-minute intervals among the weapons touched.

Merge Alert! This spell combines the effects of the following spells: *communal returning weapon* and *returning weapon*.

## **RICOCHET SHOT**

School evocation; Classes ranger, sorcerer/wizard CASTING

Casting Time 1 standard action Components V, S, M (a wishbone) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one projectile weapon Duration 1 round/level or until discharged Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

DESCRIPTION

You imbue a projectile weapon with the ability to ricochet any projectiles that hit one target so that they also hit another. When the wielder ricochets a projectile, she selects a primary target to attack. If she hits the primary target, the projectile ricochets instead of being destroyed. The wielder can then select a secondary target that is within 20 feet of the primary target. She makes an attack roll against the secondary target at the same base attack bonus, but does not gain the benefit from any enhancement bonuses or magic qualities on the projectile. If the shot comes from a firearm, the ricochet targets normal AC rather than touch AC.

While the spell lasts, the target weapon's wielder can ricochet one projectile per three caster levels you possess, to a maximum of six at caster level 18<sup>th</sup>. Once the target weapon's wielder ricochets that many shots, the spell is discharged. If the weapon's wielder fails to use all the ricochets before the spell end, those ricochets are wasted.

- Diminished Effects The spell's range is reduced to touch, and the target weapon's wielder can only ricochet one projectile per four caster levels you possess, to a maximum of three at caster level 12<sup>th</sup>.
- Heightened Effects The target weapon's wielder can ricochet one projectile per two caster levels you possess, to a maximum of ten at caster level 20<sup>th</sup>.

# **RIGHTEOUS VIGOR**

School enchantment (compulsion) [mind-affecting]; Classes paladin

CASTING	182
Casting Time 1 standard action Components V, S, DF	
EFFECT	289.6.12
Range touch	S.F.A.
Target creature touched	1. C
Duration 1 round/level	
Saving Throw Will negates (harmless); Spell Resis	tance
yes (harmless)	
DESCRIPTION	10 2 ST

Infusing the target with a surge of furious divine energy, you enhance a creature's ability to hit an opponent based on the number of times it has already hit that opponent with a successful attack. Each time the subject successfully strikes an opponent with a successful melee attack, the subject gains a cumulative +1 morale bonus on attack rolls (maximum +4 bonus) and gains 1d8 temporary hit points (to a maximum of 20 temporary hit points). If an attack misses, the attack bonus resets to +0 but any accumulated temporary hit points remain. The temporary hit points disappear at the end of the spell's duration.

- Diminished Effects The spell's range becomes personal.
- Heightened Effects Each time the subject successfully strikes an opponent with a successful melee attack, the subject gains a cumulative +1 morale bonus on attack rolls (maximum +5 bonus) and gains 1d10 temporary hit points (to a maximum of 40 temporary hit points).

# **ROPE TRICK**

School transmutation; Classes sorcerer/wizard CASTING

Casting Time 1 standard action Components V, S, M (powdered corn and a twisted loop of parchment) EFFECT Range touch

**Target** one touched piece of rope from 5 ft. to 30 ft. long **Duration** 1 hour/level (D)

Saving Throw none; Spell Resistance no

DESCRIPTION

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the usual multiverse of extradimensional spaces. Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). The rope cannot be removed or hidden. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free. Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

- Diminished Effects The space can only hold up to four creatures (of any size). The rope can only support up to 8,000 pounds.
- Heightened Effects The spell's duration is increased to 2 hours/level. The space holds as many as twelve creatures (of any size). The rope can support up to 24,000 pounds.

## SACRED BOND

School conjuration (healing); Classes inquisitor, paladin CASTING

Casting Time 1 round Components V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target) EFFECT

Range touch; see text Target creature touched Duration 10 minutes/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

To use this spell, you first touch the intended recipient, creating a sympathetic field of healing energies between you. Once the spell has been cast, you and the target may cast conjuration (healing) spells with a range of touch upon each other so long as you are within close range (25 ft. + 5 ft./2 levels). Should either you or the target remove your bracelet, the spell immediately ends.

- Diminished Effects The spell's duration is reduced to 1 minute/level.
  - Heightened Effects You and the target may cast conjuration (healing) spells with a range of touch upon each other so long as you are within medium range (100 ft. + 10 ft./level).

## SADDLE SURGE

School transmutation; Classes paladin

CASTING		
Casting Time 1 standard action Components V, S, DF		
EFFECT	-	
Range personal		
Targets you and your mount		
Duration 1 round/level (D); see text		
DESCRIPTION		Spel 2 "

You and your mount form a perfect synergy that endows both of you with advantages based upon how far you travel each round. For every 5 feet your mount moves in a given round, you gain a +1 competence bonus on Ride checks and both you and your mount gain a +1 morale bonus on damage rolls made with weapons or natural attacks for 1 round. For instance, if your mount traveled 40 feet in a round, you would gain a +8 bonus on Ride checks and you and your mount would both gain a +8 bonus on damage rolls for 1 round, to a maximum bonus equal to your caster level. You must be mounted to enjoy the benefits of this spell. If you dismount, get knocked off, or take any other action that separates you from your mount, the spell immediately ends.

- Diminished Effects For every 10 feet your mount moves in a given round, you gain a +1 competence bonus (maximum +5) on Ride checks and both you and your mount gain a +1 morale bonus (maximum +5) on damage rolls made with weapons or natural attacks for 1 round.
  - Heightened Effects The spell's duration increased to 1 minute/level.

## SCARE

School necromancy [emotion, fear, mind-affecting]; Classes antipaladin, bard, cleric/oracle, inquisitor, sorcerer/wizard, witch

## CASTING

Casting Time 1 standard action Components V, S, M (a bone from an undead creature) EFFECT

Range medium (100 ft. + 10 ft./level) Targets one living creature per three levels, no two of which can be more than 30 ft. apart Duration 1d4 rounds or 1 round; see text Saving Throw Will partial; Spell Resistance yes

## DESCRIPTION

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 7 or more HD are immune to this effect. Scare counters and dispels *remove fear*.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and creatures with 6 or more HD are immune to this effect.
  - Heightened Effects The spell's range is increased to long (400 ft. + 40 ft./level) and creatures with 8 or more HD are immune to this effect.
- Merge Alert! This spell combines the effects of the following spells: cause fear and scare.

## **SCENT TRAIL**

School transmutation; Classes druid	
CASTING	
Casting Time 1 standard action	
Components V, S, M (a queen ant)	
EFFECT	
Range close (25 ft. + 5 ft./2 levels)	100
Targets one creature/level, no two of which can be mo	or
than 30 ft. apart	
Duration 1 hour/level	
Saving Throw Fortitude negates (harmless); Spell	
Resistance yes (harmless)	
DESCRIPTION	

You, or a willing creature you touch, lay down a trail of scents that only the creatures you designate at

the time of casting can detect. These creatures find it very easy to follow this trail. They gain a +20 competence bonus on any Survival checks made for the purpose of tracking the creature laying this trail. Subject creatures with the scent special ability gain a +10 competence bonus on Wisdom or Survival checks to follow the trail.

In addition, you can leave scent messages along the trail. Each word or emotion in this message requires spending a move action in the same spot. Subject creatures seeking to understand this message must make another DC 20 Survival check, with a –1 penalty for every word or emotion in the message, in order to understand it. Creatures cannot benefit from this smell if they cannot use, or do not have, a sense of smell. Creatures can use this spell to backtrack through a dungeon, maze, or similar areas even if the creature laying down the trail crossed over the spot multiple times.

- Diminished Effects The spell's duration decreases to 1 minute/level.
- Heightened Effects The spell's duration increases to 1 day/level.

# SCORCHING RAY

School evocation [fire]; Classes magus, sorcerer/wizard CASTING

Casting Time 1 standard action
Components V, S
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Effect one or more rays
Duration instantaneous
Saving Throw none; Spell Resistance yes

DESCRIPTION You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3<sup>rd</sup> (to a maximum of three rays at 11<sup>th</sup> level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within

30 feet of each other and fired simultaneously.

**Diminished Effects** You may only fire one ray at a single target.

Heightened Effects You may fire one ray, plus one additional ray for every four levels beyond 3<sup>rd</sup> (to a maximum of five rays at 19<sup>th</sup> level).

# SCULPT SIMULACRUM

School transmutation; Classes sorcerer/wizard CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target simulacrum touched Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION You create cosmetic changes to a simulacrum,

similar to *disguise self*, except the changes are physical rather than illusory. This does not change any of the simulacrum's abilities.

- **Diminished Effects** The spell's duration becomes 1 day/level, after which the simulacrum resumes its original form.
- Heightened Effects The spell allows you to change the size of a simulacrum, as if you were casting enlarge person or reduce person on it, even though the simulacrum is a supernatural effect and not a true creature.

## SEE INVISIBILITY

School divination; Classes sorcerer/wizard	
CASTING	
Casting Time 1 standard action	
Components V, S, M (talc and powdered silv	er)
EFFECT	2
Range personal	
Target you	
Duration 10 min./level (D)	
DESCRIPTION	-

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

- Diminished Effects The spell's duration is reduced to 1 minute/level.
- Heightened Effects The spell's range increases to touch and its target becomes 1 creature.

## SHADOW BOMB ADMIXTURE

School conjuration (creation); Classes alchemist CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 round/level Saving Throw special, see below; Spell Resistance special, see below

DESCRIPTION

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw a bomb and hit a direct target, a shadowy substance is released from the bomb covering the direct target and up to three creatures that take damage from the bomb's splash (alchemist's choice). The affected creatures must successfully make a Fortitude saving throw, or they gain concealment but treat all other creatures as having concealment for the duration of the *shadow bomb admixture*. This effect does not ignore spell resistance.

Diminished Effects Only the direct target of the bomb must succeed at a Fortitude saving throw or gain concealment and treat all other creatures as having concealment.

Heightened Effects All creatures damaged by the splash must succeed at a Fortitude saving throw or gain concealment and treat all other creatures as having concealment.

# SHARD OF CHAOS

School evocation [chaos]; Classes cleric/oracle

CASTING	
Casting Time 1 standard action	
Components V, S, DF	
EFFECT	

Range close (25 ft. + 5 ft./2 levels) Effect dart-shaped projectile of chaotic energy Duration instantaneous (1d6 rounds) Saving Throw Will partial (see text); Spell Resistance yes DESCRIPTION

You hurl a multicolored shard of congealed chaos from your holy symbol, affecting any one target in range as a ranged touch attack.

A lawful creature struck by the shard takes 1d8 points of damage per two caster levels (maximum 5d8). A lawful outsider instead takes 1d6 points of damage per caster level (maximum 1od6) and is slowed (as the *slow* spell) for 1 round. A successful Will save reduces the damage to half and negates the slow effect. The bolt has no effect on chaotic creatures. This spell deals only half damage to creatures that are neither lawful nor chaotic, and they are not slowed.

- Diminished Effects A lawful creature struck by the shard takes 1d6 points of damage per two caster levels (maximum 5d6). A lawful outsider instead takes 1d4 points of damage per caster level (maximum 1od4) but is not slowed.
- Heightened Effects A lawful creature struck by the shard takes 1d10 points of damage per two caster levels (maximum 5d10) and is slowed for 1 round. A lawful outsider instead takes 1d8 points of damage per caster level (maximum 1od8) and is slowed for 1d4 rounds.

## SHARE LANGUAGE

School divination; Classes cleric/oracle, druid, sorcerer/wizard; Domains language CASTING Casting Time 1 standard action Components V, S, M (a page from a dictionary) EFFECT Range touch Target creature touched Duration 24 hours Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20<sup>th</sup> level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

- **Diminished Effects** You may only share one language with the target creature.
- Heightened Effects The spell's target becomes creatures touched and you divide the duration in 1-hour increments among the creatures touched.
- **Merge Alert!** This spell combines the effects of the following spells: *communal share language* and *share language*.

# SHARE MEMORY

School divination; Classes bard, sorcerer/wizard, witch CASTING Casting Time 1 standard action

Components V, S	
EFFECT	
Range touch	1000
Target you and one creature touched	
Duration instantaneous	
Saving Throw Will negates; Spell Resistance yes	5

DESCRIPTION

You momentarily link your mind with the target and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories.

Diminished Effects The shared memory is only retained by the recipient for 1 day/level. Heightened Effects You can share one memory, plus one additional memory for every four levels beyond 3<sup>rd</sup> (to a maximum of five memories at 19<sup>th</sup> level).
Each memory cannot be longer than 1 minute, but sequential shared memories can create a longer overall memory.
Individual 1 minute memories can be yours or the targets, as you choose.

# SHATTER

School evocation [sonic]; Classes bard, cleric/oracle, magus, sorcerer/wizard; Domains destruction

CASTING Casting Time 1 standard action Components V, S, M/DF (a chip of mica) EFFECT Range close (25 ft. + 5 ft./2 levels) Area or Target 5-ft.-radius spread; or one solid object or one crystalline creature Duration instantaneous

Saving Throw Will negates (object); Will negates (object) or Fortitude half; see text; Spell Resistance yes DESCRIPTION

*Shatter* creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such unattended objects within a 5foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

 Diminished Effects The spell can only be used in a 5-ft.-radius spread with you at its center, though you are immune to the effect.

Heightened Effects If you cast shatter as an area attack, creatures in the area must make a Fortitude save or be deafened for 1d3 days. You can target non-crystalline creatures, but such creatures take only 1d4 points of damage per two caster levels (maximum of 1od4) with a Fortitude save allowed for half damage. If such a creature fails its Fortitude save, it must save again or be deafened for 1d3 days.

## S'HIELD OTHER

School abjuration; Classes cleric/oracle, inquisitor, paladin; Domains community, martyr, protection

Casting Time 1 standard action Components V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target)

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 hour/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no

longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

- Diminished Effects The spell's range is reduced to touch and its duration is reduced to 10 minutes/level.
- Heightened Effects The deflection bonus to AC and resistance bonus on saves increases by +1 for every five levels beyond 3<sup>rd</sup> (maximum +4 at 18<sup>th</sup> level).

## SILENCE

School illusion (glamer); Classes antipaladin, bard, cleric/oracle, inquisitor

## CASTING Casting Time 1 round Components V, S EFFECT Range long (400 ft. + 40 ft./level) Area 20-ft.-radius emanation centered on a creature, object, or point in space Duration 1 round/level (D) Saving Throw Will negates; see text or none (object); Spell Resistance yes; see text or no (object) DESCRIPTION

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to

# SIDEBAR: SCORPION WHIP

The scorpion whip was introduced to the Pathfinder Roleplaying Game in Ultimate Combat.

A scorpion whip has a series of razor-sharp blades and fangs inset along its tip.

Benefit: It deals lethal damage, even to creatures with armor bonuses. If you are proficient with whips, you can use a scorpion whip as a whip.

Weapon Feature(s): performance (plus disarm, reach, and trip if you are proficient with whip.)

Light Melee Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Туре	Special
Scorpion whip	5 gp	1d3	1d4	×2	з lbs.	S	disarm, performance, reach_trip

sonic or language-based attacks, spells, and effects.

Diminished Effects The spell's range is reduced to medium (100 ft. + 10 ft./level) and it only affects an area in a 10-ft.-radius emanation centered on a creature, object, or point in space.

**Heightened Effects** The spell affect an area in a 40-ft.-radius emanation centered on a creature, object, or point in space.

## SILK TO STEEL

School transmutation; Classes bard, sorcerer/wizard, witch

en lo tinto		
Casting Time 1 standar Components V, S	d action	
EFFECT	N. MES	
Range touch		
Target one scarf		
Duration 1 round/level		
Saving Throw none; Spe	ell Resistance no	
	and the second sec	

DESCRIPTION

CASTING

You imbue an ordinary scarf (or similar piece of clothing) with the strength of steel without altering its weight or flexibility. Each round on your turn, you can decide to use the scarf to defend yourself (gaining a +2 shield bonus to your Armor Class) or to attack as if the scarf were a whip.

- Diminished Effects You may only use the scarf to defend yourself (gaining a +2 shield bonus to your Armor Class).
- Heightened Effects Each round on your turn, you can decide to use the scarf to defend yourself (gaining a +3 shield bonus to your Armor Class) or to attack as if the scarf were a scorpion whip (see Sidebar: Scorpion Whip).

# SKINSEND

**School** necromancy; **Classes** alchemist, sorcerer/wizard, witch

CASTING	and the second s
Casting Time 1 minute	2411
Components V, S	1 162 2
EFFECT	111.0
Range personal	
Target you	201.04
Duration 1 hour/level (D)	2 Strain
DESCRIPTION	55 C

You cause your own skin to peel off your body and animate as a magical creature you control. You may project your consciousness to your animated skin or return it to your actual body as a standard action. When your consciousness is in your body, you are helpless (except for transferring your will to your skin, or dismissing the spell).

Your possessed skin is identical to you in all ways, except the following: It has only half the number of hit points you had at the time you cast the spell, and cannot be healed above this maximum; construct type, traits, and immunities; Str 3, Con —; DR 10/piercing or slashing; and compression (as the universal monster ability). Your skin can take any actions you could normally take in your own body (such as to fight or cast spells).

When your skin leaves your body, your body's hit points drop to o. Your body cannot heal damage naturally while you have no skin, nor do spells that cure hit point damage work on your body; only regeneration (from a *regenerate* spell, *ring of regeneration*, the regeneration monster ability, or any other effect that can regrow missing limbs) or *heal* can regrow your skin and allow you heal above o.hit points.

If your body is regenerated before your skin returns to it, the skin dies and your consciousness returns automatically to your body. Your skin can be preserved with *gentle repose* and is suitable for any purpose that requires some of your flesh (such as a *resurrection* spell) or any magic or ritual that requires a creature's skin.

When your skin returns to your body, you regain hit points equal to your skin's remaining hit points. If the spell ends before you reunite with your skin or if your skin is killed while you are in your body, you remain helpless and at o hit points until your full body is restored to you (requiring powerful magic, as described above). If your body dies while you are possessing your skin, you die when the spell ends, regardless of how many hit points the skin has left. If your body or skin is slain with your consciousness in it, the spell ends and you are instantly killed.

This spell leaves long scars on your skin where it split apart, although these fade normally with the use of healing magic.

- Diminished Effects The spell's casting time is increased to 10 minutes.
- Heightened Effects The spell's casting time is reduced to 1 round.

## SLEEP

School enchantment (compulsion) [mind-affecting]; Classes bard, sorcerer/wizard, witch

CASTING Casting Time 1 round Components V, S, M (fine sand, rose petals, or a live cricket) EFFECT

**Range** close (25 ft. + 5 ft./2 levels) **Area** one or more living creatures within a 10-ft.-radius burst

Duration 1 min./level

Saving Throw Will negates; Spell Resistance yes

A *sleep* spell causes a magical slumber to come upon 7 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Sleep* does not target unconscious creatures, constructs, or undead creatures.

- Diminished Effects The spell's range is increased to medium (100 ft. + 10 ft./level), but it only affects 4 HD of creatures.
- Heightened Effects The spell affects 10
   HD of creatures.
- Merge Alert! This spell combines the effects of the following spells: *sleep* and *deep slumber*.

## SLIPSTREAM

School conjuration (creation) [water]; Classes druid, ranger, sorcerer/wizard; Domains oceans; Bloodline aquatic

## CASTING

Casting Time 1 standard action Components V, S, M/DF (a few drops of oil and water) EFFECT

Range touch Target creature touched

Duration 10 minutes/level (D) Saving Throw Reflex negates (harmless); Spell Resistance no

#### DESCRIPTION

You create a low-cresting wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but *slipstream* provides no movement bonus when going uphill. While swimming, the *slipstream* increases the target's swim speed by 20 feet—if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

- Diminished Effects The spell's range becomes personal and its target becomes self.
- Heightened Effects The spell's target becomes creatures touched and you divide the duration in 10-minute increments among the creatures touched.

## **SNAPDRAGON FIREWORKS**

School transmutation [fire, light]; Classes bard CASTING Casting Time 1 standard action Components S, V, M (a bundle of sulfur wrapped in cloth) EFFECT Range long (400 ft. + 40 ft./level)

Effect dragon-shaped fireworks Duration 1 round/level Saving Throw Reflex negates; Spell Resistance yes DESCRIPTION A favorite display at halfling midsummer festivals, this spell lets you create fireworks in the shape of tiny dragons. Once per round, as a move action, you may designate a target 5-foot-square within range and launch a pyrotechnic in that direction. The pyrotechnic takes a zigzag path from you to that square, always missing creatures and objects in its path, and detonates in that square with a bang and a colorful burst of fire and light. Creatures in the target square take 1d4 points of fire damage and are dazzled for 1 round (Reflex half, a successful save negates the dazzled condition). Normally when this spell is used as part of a festival, the chosen target is high in the sky to increase visibility and protect observers.

- Diminished Effects The spell's range is reduced to medium (100 ft. + 10 ft./level), its duration is reduced to 1 round, and creatures in the target square take 1 point of fire damage and are dazzled for 1 round (a successful Reflex save negates the damage and the dazzled condition).
- Heightened Effects Creatures in the target square take 1d6 points of fire damage and are dazzled for 1d4 rounds (Reflex half, a successful save negates the dazzled condition).

## SNARE

School transmutation; Classes ranger CASTING Casting Time 3 rounds Components V, S, DF EFFECT Range touch Target touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level Duration Until triggered or broken Saving Throw none; Spell Resistance no DESCRIPTION

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (DC 23 Perception check for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend, straightening when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

- Diminished Effects The spell's casting time increases to 1 minute and it can only be used to entangle. The DC for Perception, Escape Artist, and Strength checks is reduced to 22.
  - **Heightened Effects** The spell's casting time is reduced to 1 round, and can trap or entangle one Small or Medium creature per four caster levels (maximum six creatures at 24<sup>th</sup> level). The DC for Perception, Escape Artist, and Strength checks is increased to 24.

# SOFTEN EARTH AND STONE

School transmutation [earth]; Classes druid; Domains earth

Casting Time 1 standard action Components V, S, DF EFFECT

CASTING

Range close (25 ft. + 5 ft./2 levels) Area 10-ft. square/level; see text Duration instantaneous Saving Throw none; Spell Resistance no DESCRIPTION When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (treat as a cave-in with no bury zone, see Environment).

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

- Diminished Effects The spell's duration is changed to 1 day per level.
- Heightened Effects The spell can affect dressed or worked stone.

# SOUND BURST

School evocation [sonic]; Classes bard, cleric/oracle CASTING

Casting Time 1 standard action Components V, S, F/DF (a musical instrument) EFFECT

Range close (25 ft. + 5 ft./2 levels) Area 10-ft.-radius spread Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes DESCRIPTION

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

> Diminished Effects The spell deals only 1d6 points of damage. Creatures that fail their Fortitude saves are merely shaken for 1 round.

Heightened Effects The spell deals 1d12 points of damage. Creatures that fail their Fortitude saves are also deafened for 1d3 days.

# SPEAK WITH PLANTS

School divination; Class	ses ranger
CASTING	
Casting Time 1 standar Components V, S	rd action
EFFECT	
Range personal Target you Duration 1 min./level	Nº O
DESCRIPTION	

You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.

- Diminished Effects The spell's duration is reduced to 1 round/level.
- Heightened Effects The spell's range becomes touch and its target becomes creature touched.

## SPEAR OF PURITY

School evocation [good]; Classes cleric/oracle CASTING Casting Time 1 standard action Components V, S, DF EFFECT Range close (25 ft. + 5 ft./2 levels) Effect spear-shaped projectile of good energy Duration instantaneous (1 round) Saving Throw Will partial (see text); Spell Resistance yes DESCRIPTION

You hurl a pure white or golden spear of light from your holy symbol, affecting any one target within range as a ranged touch attack.

An evil creature struck by the spear takes 1d8 points of damage per two caster levels (maximum 5d8). An evil outsider instead takes 1d6 points of damage per caster level (maximum 1od6) and is blinded for 1 round. A successful Will save reduces the damage to half and negates the blinded effect. This spell deals only half damage to creatures that are neither evil nor good, and they are not blinded. The spear has no effect on good creatures.

> Diminished Effects An evil creature struck by the spear takes 1d6 points of damage per two caster levels (maximum 5d6). An evil outsider instead takes 1d4 points of damage per caster level (maximum 10d4) but is not blinded.

 Heightened Effects An evil creature struck by the spear takes 1d10 points of damage per two caster levels (maximum) 5d10) and is blinded for 1 round. An evil outsider instead takes 1d8 points of damage per caster level (maximum 10d8) and is blinded for 1d4 rounds.

## SPECTRAL HAND

School necromancy; Classes sorcerer/wizard	1
CASTING	15
Casting Time 1 standard action Components V, S	11
EFFECT	X
Range medium (100 ft. + 10 ft./level) Effect one spectral hand Duration 1 min./level (D)	A CONTRACTOR

Saving Throw none; Spell Resistance no DESCRIPTION

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4<sup>th</sup> level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

> **Diminished Effects** The spell's range is reduced to close (25 ft. + 5 ft./2 levels), and its duration is reduced to 1 round/level. On

casting the spell, you lose 1d6 hit points that return when the spell ends.

Heightened Effects The spell's range is increased to long (400 ft. + 40 ft./level). In addition, the spell gives you a +3 bonus on your melee touch attack roll, and the hand has an AC of 24 (+8 size, +6 natural armor) plus your Intelligence modifier.

# SPIDER CLIMB

School transmutation; Classes alchemist, druid, magus, sorcerer/wizard, summoner CASTING Casting Time 1 standard action Components V, S, M (a live spider) EFFECT

Range touch Target creature touched Duration 10 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

- Diminished Effects The spell's range becomes personal, and its target becomes self.
  - Heightened Effects The spell's target becomes creatures touched and you divide the duration in 10-minute increments among the creatures touched.

Merge Alert! This spell combines the effects of the following spells: communal spider climb and spider climb.

## **SPIKE GROWTH**

School transmutation; Classes ranger CASTING

Casting Time 1 standard action Components V, S, DF EFFECT

Range medium (100 ft. + 10 ft./level) Area one 20-ft. square/level Duration 1 hour/level (D) Saving Throw Reflex partial; Spell Resistance yes

Any ground-covering vegetation in the spell's area

becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Magic traps are hard to detect. A rogue (only) can use the Perception skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger). *Spike growth* can't be disabled with the Disable Device skill.

Diminished Effects The spell's duration is reduced to 10 minutes/level, and a creature moving on foot into or through the spell's area only takes 1d2 points of piercing damage for each 5 feet of movement through the spiked area.

Heightened Effects The spell can be cast in areas of sand or unworked stone, and a creature moving on foot into or through the spell's area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

## SPIRITUAL WEAPON

School evocation [force]; Classes cleric/oracle, inquisitor; Domains war CASTING Casting Time 1 standard action Components V, S, DF EFFECT Range medium (100 ft. + 10 ft./level) Effect magic weapon of force Duration 1 round/level (D) Saving Throw none; Spell Resistance yes DESCRIPTION

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15<sup>th</sup> level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat

actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic, disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual weapon*'s AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric/oracle without a deity gets a weapon based on his alignment. A neutral cleric/oracle without a deity can create a *spiritual weapon* of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

 Diminished Effects The spell's duration range is reduced close (25 ft. + 5 ft./2 levels) and it only deals 1d4 + 1 points of force damage. Heightened Effects At 5<sup>th</sup> level, the weapon gains the corrosive, flaming, frost, or shock weapon property, whichever best fits with your deity or mystery (or your choice at the time of casting if multiple or none of them fit well with your deity or mystery). At 10<sup>th</sup> level, the weapon gains the corrosive burst, flaming burst, icy burst, or shocking burst weapon property, whichever best fits with your deity or mystery (or your choice at the time of casting if multiple or none of them fit well with your deity or mystery). The spell gains the elemental descriptor associated with whichever weapon property used.

## SPONTANEOUS IMMOLATION

CASTING	- 11
Casting Time 1 standard action Components V, S, M (pinch of saltpet	er).
EFFECT	-1-12
Range medium (100 ft. + 10 ft./level)	11 4
Target one creature	
Duration instantaneous	THE NE
Saving Throw Fortitude half and Refl	ex (see
description); Spell Resistance yes	10-5-11
DESCRIPTION	1 0 3 / -

You point your finger at a creature, causing it to spontaneously burst into flame. The target takes 3d6 points of fire damage and catches on fire. A successful Fortitude save reduces this damage by half and prevents the target from catching on fire. Each round on your turn, a burning target can attempt a new save to extinguish the flames (DC equal to the DC of the spell); otherwise it takes another 1d6 fire damage.

- Diminished Effects The target takes 3d6 points of fire damage and but does not catch on fire.
- Heightened Effects The target takes 3d8 points of fire damage and catches on fire. A successful Fortitude save reduces this damage by half and prevents the target

from catching on fire. Each round on your turn, a burning target can attempt a new save to extinguish the flames (DC equal to the DC of the spell); otherwise it takes another 1d6 fire damage.

## STABILIZE POWDER

School transmutation; Classes sorcerer/wizard,	witch
CASTING	
Casting Time 1 standard action	-
Components V, S, M (a few drops of liquor)	
EFFECT	
Range close (25 ft. + 5 ft./2 levels)	
Target 1 loaded firearm	
Duration instantaneous	
Saving Throw Will negates (harmless, object); S	pell
Resistance yes (harmless, object)	
DESCRIPTION	

Ammunition currently loaded in the target firearm is less prone to misfire. Decrease the misfire range by 1 + 1 per five caster levels (maximum +5, minimum misfire o) for the ammunition currently loaded into that firearm.

- **Diminished Effects** The spell's range is reduced to touch.
  - **Heightened Effects** The target changes from 'one loaded firearm', to 'one loaded firearm plus one additional loaded firearm for every four levels beyond 4<sup>th</sup> (to a maximum of six firearms). All secondary targets must be within 20 feet of the primary target.'

### STATUS

School divination; Classes cleric/oracle, witch

Casting Time 1 standard action Components V, S EFFECT

# Range touch

Targets one living creature touched per three levels Duration 1 hour/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

- Diminished Effects The spell's duration is reduced to 10 minutes/level.
  - Heightened Effects The spell's effect is maintained, even if a subject leaves the plane.

# STEAL VOICE

School necromancy; Classes bard, sorcerer/wizard, witch

CASTING Casting Time 1 standard action Components V EFFECT Range medium (100 ft. + 10 ft./level) Target one creature Duration permanent (D) Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

The target's throat constricts, giving it the caster croak spellblight (see Sidebar: Caster Croak Spellblight).

Diminished Effects Spells with a verbal component cast by the target only have a 10% chance of spell failure, and the save DCs of any spells she casts with the [language-dependent] descriptor are only reduced by 2.

Heightened Effects Spells with a verbal component cast by the target have a 30% chance of spell failure, and the save DCs of any spells she casts with the [language-dependent] descriptor are reduced by 6.

# SIDEBAR: CASTER CROAK SPELLBLIGHT

The afflicted spellcaster's throat or mouth is magically constricted. The spellcaster can barely make her words heard, and then only with great effort. A creature under this affect can only make itself heard by others by spending a swift action to focus its will on speech. Casting spells with a verbal component has a 20% chance of spell failure, and the save DCs of any spells she casts with the [languagedependent] descriptor are reduced by 4. Spell-like abilities are not affected by this spellblight because they lack verbal components. Shouting and screaming is impossible while the creature is affected by this spellblight. A heal spell or similar effect cures this spellblight, as does casting the shout spell, though doing so is still affected by the spellblight's effects.

# STONE CALL

**School** conjuration (creation) [earth]; **Classes** druid, magus, ranger, sorcerer/wizard

CASTING Casting Time 1 standard action Components V, S, DF

EFFECT

Range medium (100 ft. + 10 ft./level) Area cylinder (40-ft. radius, 20 ft. high) Duration 1 round/level Saving Throw none; Spell Resistance no DESCRIPTION

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels), and its area is reduced to a 20-foot radius cylinder 10 feet high.
  - Heightened Effects The spell's duration becomes instantaneous, and the affected area stays difficult terrain after the spell ends. In addition, every creature in the area is dealt 2d8 points of bludgeoning damage.

## SUGGESTION

School enchantment (compulsion) [languagedependent, mind-affecting]; Classes bard CASTING

Casting Time 1 standard action Components V, M (a snake's tongue and a honeycomb) EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 hour/level or until completed Saving Throw Will negates; Spell Resistance yes DESCRIPTION

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as -1 or -2).

- Diminished Effects The spell's duration becomes 10 minutes per caster level.
- Heightened Effects Whether or not the target succeeds in its initial saving throw, it must make a second Will saving throw. If it fails this second save, the target has no idea that you cast a spell on it and does not remember the suggestion at all.

## **SUMMON EIDOLON**

School conjuration (summoning); Classes summoner CASTING Casting Time 1 round

Components V, S, M (a silver coin) EFFECT Range close (25 ft. + 5 ft./2 levels)

Target one eidolon Duration 1 minute/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

You open a rift between dimensions that summons your eidolon. Treat this as if you had summoned your eidolon normally, except that it only remains with you for the duration of this spell. While summoned in this way, your eidolon cannot touch any creature warded by *protection from evil* or a similar effect and your eidolon can be sent back to its home plane by *dispel magic*.

If you cast this spell while your eidolon is already on your plane, this spell has no effect. This spell allows you to summon your eidolon even if it has been returned to its home plane due to damage.

- Diminished Effects The spell's duration is reduced to 1 round/level.
- Heightened Effects The spell's duration is increased to 10 minutes/level.

## SUMMON MONSTER, LESSER

School conjuration (summoning) [see text]; Classes antipaladin, bard, cleric/oracle, sorcerer/wizard, summoner, witch		
CASTING		
Casting Time 1 round Components V, S, F/DF (a tiny bag and a small candle)		
EFFECT		
Range close (25 ft. + 5 ft./2 levels) Effect one summoned creature Duration 1 round/level (D) Saving Throw none; Spell Resistance no		
DESCRIPTION		

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you

designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the table below, or 1d3 creatures of the same kind from the diminished list. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on the table below marked with an "\*" are summoned with the celestial template, if you are good, the entropic template, if you are chaotic, the fiendish template, if you are evil, or the resolute template, if you are lawful. If your alignment contains two elements, you may choose which template to apply to the creature (for example, if you are lawful good, you may choose whether the creature is celestial or resolute). If you are true neutral, you may choose which template to apply to the creature. Creatures marked with an "\*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Monster	Subtype
Ant, giant (worker)*	_
Elemental (Small)	Elemental
Giant centipede*	_
Giant frog*	<u> </u>
Giant spider*	_
Goblin dog*	
Horse*	_
Hyena*	

2	
Lemure (devil)	Evil, Lawful
Octopus*	A starting to a start
Squid*	_
Wolf*	· · · ·

Diminished Effects You instead summon one of the monsters on the following table.

Monster	Subtype
1d3 animals^*	_
Dire rat*	- 18 ·
Dog*	_
Dolphin*	
Eagle*	_
Fire beetle*	F CF
Poisonous frog*	_
Pony (horse)*	
Viper (snake)*	_
^ Tiny or smaller animals, such a	as bats, lizards, monkeys,

rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature.

Heightened Effects You instead summon one of the monsters on the following table, 1d3 monsters from normal list, or 1d4+1 monsters from the diminished list.

Monster	Subtype
Ant, giant (soldier)*	—
Ape*	-/
Aurochs (herd animal)*	—
Boar*	
Cheetah*	—
Constrictor snake*	
Crocodile*	—
Dire bat*	12/100
Dretch (demon)	Chaotic, Evil
Electric eel*	
Lantern archon	Good, Lawful
Leopard (cat)*	
Monitor lizard*	
Shark*	
Wolverine*	—

Merge Alert! This spell combines the effects of the following spells: summon minor monster, summon monster I, summon monster II, and summon monster III.

# SUMMON NATURE'S ALLY, LESSER

School conjuration (summoning); Classes druid, ranger CASTING

Casting Time 1 round	16
Components V, S, DF	The a
EFFECT	1 US
Range close (25 ft. + 5 ft./2 levels)	
Effect one summoned creature	TA
Duration 1 round/level (D)	10
Saving Throw none; Spell Resistance no	1
DESCRIPTION	11

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*).

The spell conjures one of the creatures from the table below, or 1d3 creatures of the same kind from the diminished list. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Monster	Subtype
Ant, giant (worker)	—
Elemental (Small)	Elemental
Giant frog	—
Giant spider	_
Goblin Dog	—
Horse	
Hyena	—
Octopus	and the second
Squid	—
Wolf	

Diminished Effects You instead summon one of the creatures on the following table.

		ACC:
Monster	Subtype	R. C.
1d3 animals^	- 3	
Dire rat	- 11	A.
Dog	-	1
Dolphin	- /	
Eagle	-	
Giant centipede	HE.	1
Fire beetle	- 7	1
Mite (gremlin)		and the
Poisonous frog	_	
Pony (horse)	1-1-	
Stirge	_	
Viper (snake)	10-call	1
A Tiny or smaller a	nimals, such as	

^ Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature.

Heightened Effects You instead summon one of the creatures on the following table, 1d3 creatures from normal list, or 1d4+1 creatures from the diminished list.

Monster	Subtype
Ant, giant (soldier)	_
Ape	
Aurochs (herd animal)	—
Boar	3 · · · · · ·
Cheetah	—
Constrictor snake	<u> </u>
Crocodile	—
Dire bat	- Andrew -
Electric Eel	_
	A CONTRACTOR OF A CONTRACT OF

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Giant crab	
Leopard (cat)	—
Monitor lizard	
Shark	—
Wolverine	

Merge Alert! This spell combines the effects of the following spells: summon minor ally, summon nature's ally I, summon nature's ally II, and summon nature's ally III.

# SUMMON SWARM

School conjuration (summoning); Classes bard, druid, sorcerer/wizard, summoner, witch

CASTING

Casting Time 1 round Components V, S, M/DF (a square of red cloth) EFFECT

Range close (25 ft. + 5 ft./2 levels) Effect one swarm of bats, rats, or spiders Duration concentration + 2 rounds Saving Throw none; Spell Resistance no DESCRIPTION

#### DESCRIPTIO

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Diminished Effects The summoned swarm only deals 1 point of damage with its swarm attack. Creatures that take damage are still nauseated for 1 round, spellcasting or concentrating on spells within the area of a swarm still requires a caster level check (DC 20 + spell level), and using skills that involve patience and concentration still requires a DC 20 Will save.

 Heightened Effects The summoned swarm has maximum hit points and lasts for 1d6+2 rounds after you are done concentrating.

#### SURMOUNT AFFLICTION

School abjuration; Classes cleric/oracle, inquisitor

Casting Time 1 standard action Components V, S EFFECT Range you Target personal Duration 1 round/level DESCRIPTION

You temporarily overcome one harmful condition. This does not end the effect causing the condition; it just suspends that condition's effect for the duration of the spell. You can surmount any one of the following conditions: blinded, confused, dazed, dazzled, deafened, fatigued, frightened, paralyzed, shaken, or sickened.

- Diminished Effects The spell only suspends the effect of one of the following conditions: dazzled, fatigued, shaken, or sickened.
- Heightened Effects The spell range becomes touch and its target becomes creature touched.

# SYMBOL OF MIRRORING

School illusion (figment); Classes sorcerer/wizard, witch

**Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 100 gp) EFFECT

Range 0 ft.; see text Effect one symbol Duration see text Saving Throw Will partial (harmless); Spell Resistance yes

#### DESCRIPTION

This spell allows you to scribe a potent rune of power upon a surface. When triggered, it creates one illusory duplicate of each creature within 6o feet of the symbol. These duplicates function as *mirror image*, moving with the original creatures and mimicking their movements, sounds, and actions exactly. If an illusory double is destroyed, a new one appears on the creature's turn. The images last for as long as a creature remains within 6o feet of the symbol, and for 1 round/level thereafter. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of mirroring can be made permanent with a *permanency* spell by a caster of 10<sup>th</sup> level or higher for the cost of 5,000 gp.

- Diminished Effects Once triggered, the symbol only remains active for 1 minute per caster level.
- Heightened Effects Once triggered, the symbol only remains active for 1 hour per caster level.

## TACTICAL ACUMEN

School enchantment (compulsion) [mind-affecting]; Classes bard, inquisitor, magus, sorcerer/wizard

Casting time 1 standard action
<b>Components</b> V, S, M/DF (a small piece of a map)

# EFFECT

CASTING

Range 30 ft. Area The caster and all allies within a 30-ft.-radius burst, centered on the caster Duration 1 round/level (D) Saving throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5<sup>th</sup> you possess (maximum +4).

- Diminished Effects The spell's range becomes personal and its target becomes self.
- Heightened Effects The insight bonus also applies to bonuses gained from teamwork feats.

## TAR BALL

School transmutation; Classes druid CASTING Casting Time 1 standard action Components V, S, M (a tiny ball of bitumen) EFFECT Range close (25 ft. + 5 ft./2 levels) Effect ranged attack Duration instantaneous Saving Throw none; Spell Resistance no DESCRIPTION

You create a sticky ball of burning tar that you can hurl at your enemies as a ranged attack. If the tar ball strikes, it deals 1d4 points of fire damage + your Strength modifier, and splashes the target with hot, sticky tar. The tar deals 1d4 points of fire damage each round on the creature's turn for the next 1d4 rounds and gives the target a -2 penalty to Dexterity for that duration. If desired, the target can use a full-round action to attempt to extinguish or cool the tar before taking this additional damage. Extinguishing or cooling the tar requires a DC 15 Reflex save or at least 1 gallon of nonflammable liquid. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically cooling the target automatically ends the effect.

- **Diminished Effects** The spell does not inflict the target with a -2 penalty to Dexterity.
- **Heightened Effects** The spell's effect becomes a ranged touch attack.

# TELEKINETIC ASSEMBLY

School transmutation; Classes magus, sorcerer/wizard CASTING

Casting time 1 minute Components V, S, F (a miniature of the target siege engine, costing 10 gp) EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one disassembled siege engine Duration instantaneous Saving throw none Spell Resistance no DESCRIPTION

You assemble a siege engine, using up to one fewer worker per two caster levels you possess. You can do without one additional worker if you have any ranks in Knowledge (engineering), plus one additional worker per 5 ranks you have in that skill. If your caster level combined with Knowledge (engineering) fails to eliminate the need for workers, this spell fails.

Diminished Effects The spell's range is reduced to touch.

Heightened Effects You assemble a siege engine, using one fewer worker plus up to one fewer worker per two caster levels you possess.

# THUNDER FIRE

School transmutation; Classes bard, sorcerer/wizard, witch

Casting Time 1 standard action Components V, S, M (a piece of spent thunderstone)

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target 1 firearm Duration instantaneous Saving Throw Will negates (object), see text; Spell Resistance yes (object), see text DESCRIPTION

The firearm targeted creates a thunderous report, even if the firearm is not loaded. Every creature within 15 feet of the creature wielding or carrying the firearm must succeed at a Fortitude save or be deafened for 1 minute. The creature wielding or carrying the firearm takes a –4 penalty on this saving throw, and his misfire range increases by 1 for 1d4 rounds. If the firearm was loaded when it was targeted by this spell, that ammunition is wasted.

- Diminished Effects The spell's range becomes touch, you must make a melee touch attack against the wielder of the firearm, and the firearm must be loaded.
  - Heightened Effects Every creature within 15 feet of the creature wielding or carrying the firearm who fails their Fortitude save also takes 1d4 points of sonic damage.
     This version of the spell gains the [sonic] descriptor.

**Notes** The spell's target was changed from "1 loaded firearm" to "1 firearm" because in the spell's text it is clear that the firearm need not be loaded.
#### Compendium Arcanum Volume 3: 2<sup>nd</sup> Level Spells

#### TIRELESS PURSUIT

School transmutation; Classes inquisitor, ranger CASTING

Casting Time 1 standard action Components V, S, M (a hard biscuit) EFFECT Range touch Target you plus one touched creature Duration 1 hour/level (D) DESCRIPTION

You harden your body against the stresses of long travel. You halve the damage caused by hustling and forced marching (see **Sidebar: Hustle and Forced March**). In addition, for the duration of the spell you ignore any fatigue caused by such travel. Once the spell ends, if you still have any nonlethal damage caused by the hustling or forced march, you become fatigued, or exhausted if already fatigued.

- Diminished Effects The spell's range becomes personal and its target becomes you.
  - **Heightened Effects** The spell's range becomes you plus one touched creature per three caster levels.
- Merge Alert! This spell combines the effects of the following spells: tireless pursuit and tireless pursuers.

# SIDEBAR: HUSTLE AND FORCED MARCH

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

#### TONGUES

School divination; Classes bard

CASTING Casting Time 1 standard action

Components V, M/DF (a clay model of a ziggurat)

EFFECT

Range touch Target creature touched

Duration 10 min./level Saving Throw Will negates (harmless); Spell Resistance

no

DESCRIPTION

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

*Tongues* can be made permanent with a *permanency* spell.

- Diminished Effects The subject can understand the language of any intelligent creature, but not speak it.
- Heightened Effects The spell's target becomes creatures touched, and you divide the duration in 10-minute intervals among the creatures touched.
- Merge Alert! This spell combines the effects of the following spells: *communal tongues* and *tongues*.

# **TOUCH INJECTION**

School transmutation; Classes alchemist, sorcerer/wizard 3 casting Time 1 standard action

Components V, S EFFECT

Range personal Target you Duration 1 hour/level Saving Throw none; Spell Resistance no DESCRIPTION

You must hold an elixir, infused extract, poison, or potion in hand as you cast this spell. The held substance drains from its container into a magical sac in your body. While the spell lasts, you can deliver the substance with a mere touch. To do so to an opponent, you must make a successful melee touch attack. If you hit, the substance takes effect immediately, despite any onset period, and that opponent receives the normal saving throw (if any) against the substance. If you miss, the substance remains in the magical sac for you to use later.

This spell protects you from poison in the sac, but unless you have the poison use class feature, you suffer a 5% chance of exposing yourself to the poison when you first cast the spell. If you roll a natural 1 while attempting to inject the poison into an enemy, you are exposed to it.

- Diminished Effects The spell's duration is reduced to 10 minutes/level.
- Heightened Effects Whether or not you have the poison use class feature, you do not suffer a chance of exposing yourself to the poison. You are still exposed to the poison if you roll a natural 1 while attempting to inject it into an enemy.

# TOUCH OF IDIOCY

School enchantment (compulsion) [mind-affecting]; Classes sorcerer/wizard, witch; Domains lust, madness; Bloodline accursed

CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target living creature touched Duration 10 min./level Saving Throw no; Spell Resistance yes DESCRIPTION

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Diminished Effects The spell's duration is reduced to 1 minute/level and it only applies a 1d4 penalty to the target's Intelligence, Wisdom, and Charisma scores.

**Heightened Effects** The spell can target one creature per three caster levels.

# **TOXIC GIFT**

School necromancy [poison]; Classes antipaladin, sorcerer/wizard 3

Casting Time 1 standard action Components V, S

# EFFECT

CASTING

Range touch Target living creature touched Duration instantaneous; see text Saving Throw Fortitude negates (see text); Spell Resistance yes DESCRIPTION

You can cast this spell only if you are currently poisoned. You draw upon the poison in your body and duplicate its effects in the target, which is affected by the same poison you are, except it uses this spell's DC instead of the poison's normal DC. If you are affected by more than one poison, you must choose one to afflict upon the target.

Diminished Effects The spell's casting time is increased to 1 round.

Heightened Effects You may also make a caster level check (1d20 + caster level) against the DC of the poison you afflicted upon the target. Success means that the poison is neutralized in your body and you suffer no additional effects from the poison.

# TRANSMUTE POTION TO POISON

School transmutation [poison]; Classes alchemist CASTING Casting Time 1 standard action Components S EFFECT Range personal Target you Duration 1 round then 1 minute/level; see text DESCRIPTION

This extract causes you to take on a pale, sickly pallor for 1 round. During this time, if you consume a potion, it has no effect. Instead, your mouth fills with a vile poison that you can spit onto a weapon as a free action. If you do not spit out the poison in 1 round, it affects you instead. The effect of the poison depends on the level of spell contained in the potion consumed (see below). If the poison is not used within 1 minute per caster level it becomes inert. You can only create one dose of poison in this way per casting of this spell.

# TRANSMUTED POISONS

The following poisons are created through the transmute potion to poison spell. The power of the poison depends on the level of the spell contained in the transmuted potion.

#### **o-LEVEL POTION POISON**

Type poison, injury; Save Fortitude DC 10 Frequency 1/round for 2 rounds Effect 1 Dex damage; Cure 1 save 1<sup>ST</sup>-LEVEL POTION POISON

Type poison, injury; Save Fortitude DC 11 Frequency 1/round for 4 rounds Effect 1d2 Dex damage; Cure 1 save 2<sup>ND</sup>-LEVEL POTION POISON

Type poison, injury; Save Fortitude DC 13 Frequency 1/round for 6 rounds Effect 1d4 Str damage; Cure 1 save

# 3<sup>RD</sup>-LEVEL POTION POISON

Type poison, injury; Save Fortitude DC 14 Frequency 1/round for 6 rounds Effect 1d4 Con damage; Cure 2 consecutive saves

> Diminished Effects The spell is only able to transmute potions containing o- and 1st-level spells. In addition, unless you have the poison use class feature, you suffer a 5% chance of exposing yourself to the poison when you first cast the spell.

Heightened Effects You can spit the poison at a target within close range (25 ft. + 5 ft./2 levels) using a ranged touch attack.

# TREE SHAPE

School transmutation; Classes druid, ranger 3 CASTING

Casting Time 1 standard action Components V, S, DF	· · ·
EFFECT	1000
Range personal	
Target you	A Fee
Duration 1 hour/level (D)	0.110
DESCRIPTION	

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of o and a speed of o feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (instead of as a standard action).

- Diminished Effects The spell's duration is reduced to 1 minute/level.
- Heightened Effects The spell's range becomes touch and its target becomes one living creature.

# TWISTED SPACE

School transmutation; Classes magus, sorcerer/wizard, summoner

CASTING Casting Time 1 standard action Components V, S, M (a length of wire bent into a circle) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You distort the space around a creature, twisting the path of its melee attacks unpredictably, but always toward a nearby creature that the target threatens. Until the start of your next turn, melee attacks made by the target creature affect a random target instead of their intended target.

- Diminished Effects The spell's range is reduced to touch.
- Heightened Effects The spell's duration becomes 1 round per two caster levels (maximum 5 rounds).

#### UNADULTERATED LOATHING

**School** enchantment (compulsion) [emotion, mind-affecting]; **Classes** antipaladin, bard

CASTING

Casting Time 1 standard action Components V, S, M EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature

Duration 1 day/level Saving Throw Will negates; Spell Resistance yes

You fill the target with a terrible loathing aimed at a specific creature. At the time of the casting, you designate a single creature as the object of the target's revulsion. Thereafter, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as the target moves within this range, it becomes nauseated until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Unadulterated loathing counters reckless infatuation.

- Diminished Effects The spell's duration is reduced to 1 hour/level.
- Heightened Effects The target suffers a 2 penalty on its Will save to break the spell's effect if traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger.

#### UNDETECTABLE ALIGNMENT

School abjuration; Classes alchemist, antipaladin, cleric/oracle, inquisitor, paladin CASTING

Casting Time 1 standard action Components V, S EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one creature or object Duration 24 hours Saving Throw Will negates (object); Spell Resistance yes (object) DESCRIPTION

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

- Diminished Effects The spell's duration becomes 1 hour.
- Heightened Effects The spell's target becomes creatures touched, and you divide the duration in 1-hour intervals among the creatures touched.

# UNNATURAL LUST

**School** enchantment (compulsion) [emotion, mindaffecting]; **Classes** sorcerer/wizard, witch

CASTING	-
Casting Time 1 standard action Components V, S	Participant of
FFECT	R
Range close (25 ft. + 5 ft./2 levels)	1
Target one creature	
Duration 1 round	
Saving Throw Will negates; Spell Resistance yes	
DESCRIPTION	

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw. Diminished Effects The spell's range is reduced to touch.

Heightened Effects The spell's duration increases to 1 round/level.

# **UNSHAKABLE CHILL**

School necromancy [cold]; Classes druid, sorcerer/wizard, witch CASTING

**Casting Time** 1 standard action **Components** V, S, M

#### EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 10 minutes/level; see text Saving Throw Fortitude negates (see text); Spell Resistance yes DESCRIPTION

The target is filled with an unshakable chill for the duration of the spell, and suffers from the effects of severe cold (see **Sidebar: Severe Cold**). Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes (using the DC of severe cold instead of this spell's DC) or take additional damage.

- Diminished Effects The spell's range is reduced to touch.
- Heightened Effects The target also gains the staggered condition for 1d6 rounds. If the target succeeds on its Fortitude save, it negates the severe cold effects but is still staggered for 1d6 rounds.

# SIDEBAR: SEVERE COLD

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

#### **VERSATILE WEAPON**

School transmutation; Classes bard, ranger	
CASTING	EFFECT
Casting Time 1 standard action Components V, S, M (iron filings)	Range Target Duratio
EFFECT	Saving
Range close (25 ft. + 5 ft./2 levels)	Resista
<b>Target</b> one weapon or 50 projectiles, all of which must be together at the time of casting	DESCRIPT
Duration 1 minute/level	You im
Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)	wearin +1 per
DESCRIPTION	per

You transform the physical makeup of a weapon as you desire. This spell functions like greater magic weapon, except that it subtly alters the physical properties of a weapon, enabling it to bypass damage reduction of one the following types: bludgeoning, cold iron, piercing, silver, or slashing. The affected weapon still inflicts damage of its normal type and its hardness and hit points are unchanged. This spell can be cast on a natural weapon or unarmed strike.

- Diminished Effects The spell's duration is reduced to 1 round/level.
- Heightened Effects The altered weapon can instead bypass damage reduction of one the following types: adamantine or alignment-based.

#### **VESTMENT OF THE CHAMPION**

School abjuration; Classes antipaladin, cleric/oracle, inquisitor, paladin

Casting Time 1 standard action Component V, S

CASTING

touch armor or shield touched on 10 minutes/level Throw Will negates (harmless, object); Spell ance (harmless, object) ION

hbue a suit of armor or a shield you are g or carrying with an enhancement bonus of four caster levels (maximum +5 at 20<sup>th</sup> level).. If the armor or shield is worn or carried by anyone other than you, the spell has no effect, but resumes its effect when you are wearing or carrying it again.

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

- ₽ Diminished Effects The spell's duration decreases to 1 minute/level, and the suit of armor or shield is only imbued with a +1 enhancement bonus.
- Heightened Effects The spell's duration increases to 1 hour/level, and you may imbue any suit of armor or shield, not just one you are wearing or carrying.
- Merge Alert! This spell combines the effects of the following spells: magic vestment and vestment of the champion.

# VOMIT SWARM

School conjuration (summoning); Classes alchemist, witch

CASTING	South Contraction
Casting Time 1 standard action Components S	1 m
EFFECT	1
Range personal	A.
Effect one swarm of spiders	110-
Duration 1 round/level	1
DESCRIPTION	1

You vomit forth a swarm of spiders that attacks all other creatures within its area. The swarm begins adjacent to you, but if no living creatures are within its area, it moves in one direction of your choosing at its normal speed. You can move the swarm or change the swarm's direction by spending a standard action to concentrate on the swarm, otherwise it continues moving in its current direction. If your caster level is at least 7<sup>th</sup>, you can vomit forth a swarm of wasps instead. Finally, if your caster level is at least 13<sup>th</sup>, you can vomit forth a swarm of army ants.

- **Diminished Effects** You only vomit forth 1d3 greensting scorpions which you can direct just as if you had summoned up a swarm.
- Heightened Effects The spell's range becomes touch, and the target must make a Fortitude save or become sickened for one round as they vomit up the swarm, after which they are attacked by the swarm. If the target succeeds on its Fortitude save it is instead sickened for 1d3 rounds, and does not vomit up a swarm.

# SIDEBAR: GREENSTING SCORPION

N Tiny vermin Init +3; Senses darkvision 60 ft.; Perception +4
DEFENSE
<b>AC</b> 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2
size)
<b>hp</b> 4 (1d8)
Fort +2, Ref +3, Will +0
Immune mind-affecting effects
OFFENSE
Speed 30 ft.
Melee sting +5 (1d2–4 plus poison)
Space 2-1/2 ft.; Reach 0 ft.
Special Attacks poison
STATISTICS
Str 3, Dex 16, Con 10, Int —, Wis 10, Cha 2
Base Atk +0; CMB +1; CMD 7 (19 vs. trip)
<b>Feats</b> Weapon Finesse <sup>B</sup>
Skills Climb +7, Perception +4, Stealth +15; Racial
Modifiers +4 Climb, +4 Perception, +4 Stealth
SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; save Fort DC 10; frequency 1/round for 6 rounds; effect sickened for 1 round; cure 1 save.



# WAKE OF LIGHT

School evocation [good]; Classes paladin	
CASTING	
Casting Time 1 standard action Components V, S, DF	
EFFECT	
Range 120 ft. Effect a 10-ftwide path in a straight line, up to 120 ft. long Duration 1 round/level Saving Throw none; Spell Resistance yes	
DESCRIPTION	

You and your mount lay down a trail of glowing, heavenly mist behind you as you move that makes passage easier for good creatures but more difficult for evil creatures. This glowing trail of mist appears behind your mount in a straight line starting where you cast the spell and ending where your mount ends its movement. The mist takes the form of a path 10 feet wide and up to 120 feet long and always floats just above the ground, up to a height of 1 foot. Thereafter, the mist persists for 1 round per level.

Good creatures may walk along the top of the mist as if it were solid, treating squares of difficult terrain containing the mist as normal terrain. Evil creatures find the mist thick and cloying, and treat squares of normal terrain containing the mist as difficult terrain instead. Neutral creatures pass through the mist with no effect. The mist has no effect on obstacles or otherwise impassable terrain, and does not block sight or provide concealment.

Except for very special circumstances (such as a celestial or fiendish mount), mounts use the alignment of their rider when determining how this spell affects them. You must be mounted to enjoy the benefits of this spell. If you dismount, get knocked off, or take any other action that separates you from your mount, the spell immediately ends, although the mist remains for the spell's normal duration.

A wake of light cannot follow across water, underwater, or through the air in the case of a mount capable of walking on water, swimming, or flight.

- Diminished Effects The spell's effect is a 10-ft.-wide path in a straight line, up to 60 ft. long.
  - Heightened Effects A wake of light can follow across water or through the air, but not under water. It can form a bridge as long as it begins and ends on solid ground. If you dismount, get knocked off, or take any other action that separates you from your mount, the spell immediately ends, and any creatures traversing the wake immediately falls threw the mist bridge, taking fall damage as normal.

#### WARDING WEAPON

School abjuration; Classes sorcerer/wizard, summoner CASTING

Casting Time 1 standard action Components V, S, F (one melee weapon you are proficient in and you are holding) EFFECT Range personal Target you

Duration 1 round/level

DESCRIPTION

The focus of this spell flies upward above your head and takes a defensive position within your space. It lunges at opponents, as if guided by a martially trained hand, parrying and turning back melee attacks aimed at you, but does not strike back at any opponent nor does it damage them. The weapon serves only as a defense. While it protects you, you can cast spells without provoking attacks of opportunity, without the need to cast them defensively.

A creature with the Disruptive feat can easily bypass this spell's defenses. You provoke attacks of opportunity for casting spells against these creatures even when subject to this spell, though you can still choose to cast defensively.

- Diminished Effects The spell's duration becomes to concentration (maximum 5 rounds).
- Heightened Effects The spell's range becomes 5 feet and it target becomes one 5-foot square. The weapon will ward any ally occupying the target square.

#### WARP WOOD

yes (object)

DESCRIPTION

School transmutation; Classes druid CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target 1 Small wooden object/level, all within a 20-ft. radius Duration instantaneous Saving Throw Will negates (object); Spell Resistance

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a –4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32.

Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell. *Mending*, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive *warp wood* spells to warp (or unwarp) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

- Diminished Effects The spell's target becomes 1 Small wooden object/level, all within a 10-ft. radius.
- Heightened Effects The spell's target becomes 1 Medium wooden object/level, all within a 20-ft. radius.

#### WARTRAIN MOUNT

School enchantment (compulsion) [mind-affecting]; Classes bard, druid

CASTING Casting Time 1 minute Components V, S, M (a swatch of black cloth)

EFFECT Range close (25 ft. + 5 ft./2 levels) Target one indifferent or friendly animal Duration 1 hour/level Saving Throw none; Spell Resistance yes DESCRIPTION

You instill the target animal with the combat training general purpose (see **Sidebar: Animal Combat Training**). This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.

- Diminished Effects The spell's duration is reduced to 10 minutes/level.
- Heightened Effects For every four caster levels beyond 4<sup>th</sup>, you may instill the animal with an additional animal trick (in addition to the combat training general purpose).

# SIDEBAR: ANIMAL COMBAT TRAINING

An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel.

- *Attack*: The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able.
- *Come*: The animal comes to you, even if it normally would not do so.
- **Defend:** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.
- **Down**: The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight

*until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.* 

- **Guard**: The animal stays in place and prevents others from approaching.
- **Heel**: The animal follows you closely, even to places where it normally wouldn't go.

# WEAPON OF AWE

School transmutation [emotion]; Classes cleric/oracle, inquisitor, paladin

CASTING

Casting Time 1 standard action Components V, S, DF

# EFFECT

Range touch Target weapon touched Duration 1 minute/level Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object) DESCRIPTION

You transform a single weapon into an aweinspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition.

You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

- Diminished Effects Targets of critical hits do not become shaken.
- Heightened Effects The spell's target becomes weapons touched and you divide the duration in 1-minute intervals among the weapons touched.

#### WEB SHELTER

School conjuration (creation); Classes cleric/oracle, druid, ranger, sorcerer/wizard, summoner, witch

Casting Time 1 minute Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./two levels) Effect 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no

DESCRIPTION

You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of o and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

- Diminished Effects The web sphere or hemisphere is only large enough to shelter a 5-foot cube of space.
  - Heightened Effects The web sphere or hemisphere gains resist energy 5 to your choice of one of five energy types: acid, cold, electricity, fire, or sonic. The spell gains the descriptor of the energy type you choose.

#### WEB

School conjuration (creation); Classes magus, sorcerer/wizard, witch

Casting Time 1 standard action Components V, S, M (spider web) EFFECT

EFFECT

Range medium (100 ft. + 10 ft./level) Effect webs in a 20-ft.-radius spread Duration 10 min./level (D) Saving Throw Reflex negates; see text; Spell Resistance no DESCRIPTION

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A *flaming weapon* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round.

All creatures within flaming webs take 2d4 points of fire damage from the flames.

*Web* can be made permanent with a *permanency* spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

- Diminished Effects The spell's effect becomes a 5-ft.-radius spread.
- Heightened Effects Creatures grappled by the web take 1d4 points of bludgeoning damage each round as the strands constrict.

#### WHISPERING WIND

**School** transmutation [air]; **Classes** bard, inquisitor, sorcerer/wizard

CASTING	
Casting Ti Compone	<b>me</b> 1 standard action <b>nts</b> V, S
EFFECT	1. Ma
<b>Duration</b> (destinatio	ille/level -radius spread no more than 1 hour/level or until discharged n is reached) r <b>ow</b> none; <b>Spell Resistance</b> no
DESCRIPTION	i de s

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes. When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

> Diminished Effects The spell's range is reduced to 1 mile per two caster levels and the message must be 6 or fewer words long.

Heightened Effects When the spell reaches its objective, it will wait to deliver the message until a recipient you designate arrives or the spell's duration ends, whichever comes first.

# WILDERNESS SOLDIERS

School transmutation: Classes druid, ranger CASTING

Casting Time 1 standard action Components V, S

EFFECT Range 30 ft.

Area 30-ft.-radius emanation, centered on you Duration 1 round/level Saving Throw none; Spell Resistance no

DESCRIPTION

You call on the plants nearby to aid you in combat. This spell is ineffective if no plants you can direct are within the area. You can spend a swift action and/or a standard action on each of your turns to direct one of the following attacks. The attack bonus or CMB for these attacks equals your base attack bonus + your Wisdom modifier. You grant a +1 bonus per three caster levels (maximum +5) on damage rolls due to this spell. Your *wilderness soldiers* never provoke attacks of opportunity, and they do not count as allies for flanking or other purposes.

*Tree*: A tree makes a melee attack with a 10foot reach from its trunk. A hit deals an amount of damage equal to 1d8 points + your Wisdom modifier. The tree can instead attempt a bull rush, drag, or reposition combat maneuver with the same reach, but the tree cannot move itself.

Undergrowth or Hedgerow: Acting as a Medium creature, one square of undergrowth or hedgerow attempts a grapple combat maneuver against an opponent within or adjacent to that square. Heavy undergrowth gains a +2 bonus to its CMD. Undergrowth cannot move the grapple or pin a foe, but it can deal an amount of damage equal to 1d4 points + your Wisdom modifier by making a successful grapple check against a foe it is grappling. The undergrowth's CMD is 5 + its CMB. If you fail to direct the undergrowth to maintain the grapple, it releases its opponent.

- Diminished Effects The spell only affects plants in a 15-ft.-radius emanation, centered on you.
  - Heightened Effects The spell affects plants in a 60-ft.-radius emanation, centered on you. In addition, a successful hit from tree deals damage equal to 1d10 + your Wisdom modifier and undergrowth can deal an amount of damage equal to 1d6 points + your Wisdom modifier by making a successful grapple check against a foe it is grappling.

# WIND WALL

School evocation [air]; Classes ranger, summoner; Domains air
CASTING
<b>Casting Time</b> 1 standard action <b>Components</b> V, S, M/DF (a tiny fan and an exotic feather)
EFFECT
Range medium (100 ft. + 10 ft./level) Effect wall up to 10 ft./level long and 5 ft./level high (S) Duration 1 round/level Saving Throw none; see text; Spell Resistance yes
DESCRIPTION

An invisible vertical curtain of wind appears. It is 2 ft. thick and of considerable strength. The wind is sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while other normal ranged weapons passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *wind walls* to enclose specific points.

> Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels).

Heightened Effects Creatures passing through the wall must make a Fortitude save or be blinded for 1d6 rounds because of the debris being kicked up by the wind.

# WOOD SHAPE

School transmutation; Classes druid; Domains artifice

**Casting Time** 1 standard action **Components** V, S, DF

# EFFECT

Range touch

**Target** one touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

Duration instantaneous

Saving Throw Will negates (object); Spell Resistance yes (object)

# DESCRIPTION

Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

- Diminished Effects The spell's target becomes 1 piece of wood no larger than 1 cu. ft. + 1 cu. ft./2 caster levels.
- Heightened Effects There is only a 10% chance that any shape that includes moving parts simply doesn't work.

# ZONE OF TRUTH

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School enchantment (compulsion) [mind-affecting]; Classes cleric/oracle, inquisitor, paladin, witch CASTING Casting Time 1 standard action Components V, S, DF EFFECT Range close (25 ft. + 5 ft./2 levels) Area 20-ft.-radius emanation Duration 1 min./level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

Creatures within the emanation area (or those who enter it) can't speak deliberate or intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when first entering the area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

- Diminished Effects The duration is reduced to 1 rnd./level and its area is reduced to a 10-ft.-radius emanation.
- Heightened Effects Affected creatures must make a separate Will save for each question they wish to provide an evasive answer to or to avoid answering a question outright.

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