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BATHFINDER ROLEPLAYING GAME COMPATIBLE

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Compendium Arcanum Volume 4: 3rd-Level Spells

by Tim Wallace

ABOUT THE AUTHOR

Tim is an aspiring roleplaying game designer. His



design credits include a large portion of the Pathfinder conversion of <u>Heroes of the</u> <u>Jade Oath</u> by Rite Publishing,

the Martial Arts Guidebook, and bits of design work on the <u>Candlekeep Forums</u>. He also has a series of character sheets he has designed over the years.

You can read more from Tim on <u>Google+</u>, on <u>Twitter</u>, or on <u>his blog</u>.

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 give 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 2nd 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 9th Level (or 6th-level alchemist-only spells or 4th-level paladin- or ranger-only spells) have no heightened effects.

SPECIAL NOTES

- L. The spells listed are all 3rd level for the classes indicated. It was decided that since this book is JUST 3rd level spells including the number "3" 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 are combinations of multiple existing spells into one new spell. These are indicated with a "merge" (*) icon and include the 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.

DAYLIGHT

Heightened Effects: You may dismiss the spell to deal 1d8 points of damage per two caster levels (maximum 5d8) to all undead creatures within a 10foot-radius burst of the spell's target object. An undead creature particularly vulnerable to bright light takes 1d6 points of damage per caster level (maximum 10d6).

DISPEL MAGIC

Diminished Effects: The spell range becomes close (25 ft. + 5 ft./2 levels), and you may only use the targeted dispel option. In addition, you take a -4 penalty on your dispel check.

FIREBALL

Diminished Effects: The spell's range becomes medium (100 ft. + 10 ft./level), it area becomes a 10foot-radius spread, and it only deals 1d6 points of fire damage per two caster levels (maximum 5d6) to every creature within the affected area.

Heightened Effects: Creatures who take damage from the spell must make a second Reflex save or be dazed for 1 round.

FORCE PUNCH

Diminished Effects: You melee touch attack only deals 1d4 points of force damage per two caster levels (maximum 5d4), and it does not cause the target to be pushed away from you.

HASTE

Diminished Effects: The spell's range becomes personal, its target becomes self, and its duration becomes 1 round per caster level (maximum 5 rounds). In addition, your movement is only increased by 15 feet, up to a maximum of twice your normal speed while using that form of movement.

INVISIBILITY. GREATER

Diminished Effects: The spell's range becomes personal, its target becomes self, and it needs a material component of diamond dust worth 50 gp.

INVISIBILITY PURGE

Heightened Effects: You instead create a burst effect with a radius of 5 feet per caster level centered on you that outlines all creatures and objects in a pale glow. You must overcome any spell resistance a potential subject may have to affect it. Outlined subjects shed light as candles. Creatures outlined by the glow take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 5th-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The glow is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The glow can be blue, green, or violet, according to your choice at the time of casting. The glow does not cause any harm to the objects or creatures thus outlined. The spell gains the light descriptor.

LIGHTNING BOLT

Diminished Effects: The spell's range becomes 60 feet, its area becomes 60 feet, and it only deals 1d6 points of electricity damage per two caster levels (maximum 5d6) to every creature within the area.

Heightened Effects: Creatures who take damage from the spell must make a Fortitude save or become staggered for 1d4 rounds.

PURGING FINALE

Heightened Effects: The spell's range becomes 10 feet and its effect becomes a 10-foot-radius burst ' centered on you. By ending your bardic performance, you removing one of the following conditions on all creatures within the area of the burst affected by your bardic performance: cowering, dazzled, exhausted, paralyzed, shaken, or stunned. The same condition must be removed from all affected creatures.

SEEK THOUGHTS

Notes Seek thoughts has been incorporated into detect thoughts.

ABLATIVE BARRIER

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

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.



ABSORB TOXICITY

School necromancy; Classes alchemist, sorcerer/wizard 5

CASTING

Casting Time 1 standard action Components V, S, M (a thorn from a poisonous plant) EFFECT Range personal

Target you

Duration 10 minutes/level or until discharged Saving Throw see text; Spell Resistance no DESCRIPTION

DESCRIPTION

You absorb the toxicity of your surroundings, becoming toxic as a result. While under the effect of this spell, you are immune to diseases and poisons with which you come into contact. When you are exposed to a disease or poison, you can choose to absorb it. Doing so ends the immunity due to this spell to any disease and poison other than the one you absorbed. You remain immune to the new affliction until this spell ends. Casting *absorb toxicity* on yourself a second time does not allow you to absorb a second toxin, but instead resets the duration of the effect to its full 10 minutes/level.

While you have a disease or poison absorbed, you can use a melee touch attack to transfer that affliction to another creature. A missed attack does not discharge the spell, and you can try to transfer the affliction again in subsequent rounds. If you hit, this spell is discharged, and your target must make a saving throw against the transferred affliction (DC equal to this spell's save DC or the affliction's save DC, whichever is higher) or suffer its effect or initial effect immediately. The target then continues to suffer from the affliction's normal effects.

If the spell's duration expires before you have transferred the affliction, you are exposed to any absorbed poison or disease as if you had transferred it to yourself, but you gain a +2 bonus on saves against that particular instance of the poison or disease.

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

ABSORBING TOUCH

School transmutation; Classes alchemist	
CASTING	
Casting Time 1 standard action Components S	
EFFECT	
Range touch	
Target object touched	
Duration 1 day/level (D)	
Saving Throw Fortitude negates (object); Spell	
Resistance no	
DESCRIPTION	

You absorb the next object your hand touches into your body. If you are already holding an object, you can attempt to absorb it; otherwise, you may touch an object as a standard action separate from casting the spell. You can absorb any nonmagical, nonliving object weighing no more than 1 pound per caster level. A container and its contents count as a single object. Objects in the possession of another creature receive a Fortitude saving throw to prevent absorption. You may continue to attempt to absorb objects until one is absorbed.

An absorbed object melds with your hand and cannot be targeted, but the object's weight still counts against your carrying capacity. If you dismiss the spell, the item appears in the hand that absorbed it, or falls to the ground if that hand is full. Multiple castings let you absorb additional items, but you can only store a single item per hand.

- ₽. Diminished Effects The spell's duration is reduced to 1 hour/level.
- Heightened Effects The spell's duration becomes permanent. If you dismiss the spell, the effect ends and the item appears

in one of your hands, or falls to the ground if your hands are full. You still can only store a single item per hand.

AGONIZE

School evocation [evil, pain]; Classes cleric/oracle, summoner

CASTING	
Casting Time 1 standard action	
Components V, S	
EFFECT	
Range close (25 ft. + 5 ft./2 levels)	144
Target one conjured outsider or elemental (se	e text)
Duration 1 round	11/ 18
Saving Throw Fortitude negates; Spell Resista	ance yes
DESCRIPTION	Eller all

You afflict a creature you have conjured via planar ally (or a similar spell) with bolts of vicious energy. These foul energies inflict terrible pain upon the conjured creature, torturing it to make it more pliant to your will. The targeted creature must make a Fortitude save or take a -1 penalty for every 2 levels you possess (maximum -10) on all saves and checks made against you for the next hour. In addition, creatures that demand payment for their services reduce the payment by 20% for every 4 levels you possess (maximum 60% reduction). However, beings tortured by this spell quickly come to resent you, making them more likely to try to pervert your orders to malicious ends or try to seek retribution after their release. This spell has no effect on creatures that are immune to nonlethal damage.

- Diminished Effects The targeted creature must make a Fortitude save or take a -1 penalty for every 2 levels you possess (maximum -5) on all saves and checks made against you for the next hour. In addition, creatures that demand payment for their services reduce the payment by 10% for every 4 levels you possess (maximum 30% reduction).
- Heightened Effects In addition to the above effects, the conjured outsider or

elemental is subjected to the effects of the *ill omen* spell.

AMPLIFY ELIXIR

School	transmutation;	Classes	alchemist
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CASTING	1
Casting Time 1 standard action	1
Components S	10-
EFFECT	
Range personal	
Target you	
Duration 1 round/level	
DESCRIPTION	And Margaret
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This extract greatly enhances the effects of any potion or elixir you consume. For the duration of this extract, any potion or elixir you consume is treated as if it were empowered. Increase all variable, numeric effects of the potion or elixir by half. If the potion or elixir does not have any variable, numeric effects, it is instead treated as if it were extended (double the duration of the potion or elixir). If the potion or elixir does not have any variable, numeric effects, or has an instantaneous duration, *amplify elixir* has no effect. *Amplify elixir* affects oils that target you, but it has no effect on oils that target your equipment.

Diminished Effects The variable, numeric effects of the potion or elixir are only increased by one quarter. If the potion or elixir does not have any variable, numeric effects, its duration is increased by half instead.

Heightened Effects The variable, numeric effects of the potion or elixir are doubled. If the potion or elixir does not have any variable, numeric effects, its duration is tripled instead.

ANIMATE DEAD

School necromancy [evil]; Classes antipaladin, cleric/oracle; Domain death 3, souls 3 CASTING Casting Time 1 standard action Components V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead) EFFECT Range touch Targets one or more corpses touched Duration instantaneous Saving Throw none; Spell Resistance no DESCRIPTION

This spell turns corpses into undead skeletons or zombies that obey your spoken commands.

The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of *animate dead*. The *desecrate* spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

- **Diminished Effects** The spell's target changes to one corpse and you can only create a single Small or Medium skeleton or zombie. You cannot create variant skeletons or zombies.
- Heightened Effects Variant skeletons and zombies created by animate dead count as their normal number of Hit Dice (instead of twice their normal number of Hit Dice; see Variant Skeletons).

Caution! Spells Merge! This spell combines the effects of the following spells: animate dead and lesser animate dead.

ANTHROPOMORPHIC ANIMAL

School transmutation (polymorph); **Classes** druid, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action Components V, S, M (a humanoid thumb bone) EFFECT

Range touch

Target animal touched

Duration 1 hour/level

Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

You transform the touched animal into a bipedal hybrid of its original form with a humanoid form, similar to how a lycanthrope's hybrid form is a mix of a humanoid and animal form. The animal's size, type, and ability scores do not change. It loses its natural attacks except for bite (if it had one as an animal), all types of movement other than its land speed, and special attacks that rely on its natural attacks. One pair of its limbs is able to manipulate objects and weapons as well as human hands do; limbless animals like snakes temporarily grow a pair of arms. The creature's Intelligence increases to 3, and it gains the ability to speak one language you know. It is not considered proficient in any manufactured weapons. It can attack with unarmed strikes, dealing unarmed strike damage for a

creature of its size (unless it has a bite attack, which is a natural attack).

Anthropomorphic animal can be made permanent with a *permanency* spell cast by a caster of 11th level or higher at a cost of 7,500 gp.

- Diminished Effects The spell's duration is reduced to 10 minutes/level.
- Heightened Effects The creature is gains proficiency will all simple weapons.

AQUEOUS ORB

School conjuration (creation) [water]; Classes druid, magus, sorcerer/wizard, summoner; Bloodlines aquatic 3

CASTING Casting Time 1 standard action Components V, S, M (a drop of water and a glass bead) EFFECT Range medium (100 ft. + 10 ft./level) Effect 10-ft.-diameter sphere Duration 1 round/level Saving Throw Reflex negates; Spell Resistance no DESCRIPTION

You create a rolling sphere of churning water that can engulf those it strikes. The *aqueous orb* can move up to 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches any nonmagical fires and functions as *dispel magic* against magical fires as long as those fires are size Large or less.

Any creature in the path of the *aqueous orb* takes 2d6 points of nonlethal damage. A successful Reflex save negates this damage, but a Large or smaller creature that fails its save must make a second save or be engulfed by the *aqueous orb* and carried along with it. Engulfed creatures are immersed in water and must hold their breath unless capable of breathing water. They gain cover against attacks from outside the *aqueous orb* but are considered entangled by its churning currents, takes 2d6 points of nonlethal damage at the beginning of their turn each round they remain trapped. Creatures within the orb may attempt a

new Reflex save each round to escape into a random square adjacent to the *aqueous orb*. The orb may hold one Large creature, 4 Medium, or 16 Small or smaller creatures within it.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and churns in place. An *aqueous orb* stops if it . moves outside the spell's range.

Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./level), the aqueous orb only deals 1d6 points of nonlethal damage, and the sphere's diameter is reduced to 5 feet. It automatically quenches any nonmagical fires and functions as dispel magic against magical fires as long as those fires are size Medium or less. The orb may hold one Medium creature, 4 Small, or 16 Tiny or smaller creatures within it.

Heightened Effects The aqueous orb deals 4d6 points of nonlethal damage and the sphere's diameter is increased to 20 feet. It automatically quenches any nonmagical fires and functions as *dispel magic* against magical fires as long as those fires are size Huge or less. The orb may hold one Huge creature, 4 Large, or 16 Medium or smaller creatures within it.

ARCANE CONCORDANCE

School evocation; Classes bard	
CASTING	
Casting Time 1 standard action	
Components V, S, M (a spent wand)	
EFFECT	
Range personal	1
Target you	
Area 10-ftradius emanation centered on you	
Duration 1 round/level	
Saving Throw none; Spell Resistance no	
DESCRIPTION	
	-

A shimmering, blue and gold radiance surrounds you, enhancing arcane spells cast by your allies

within its area. Any arcane spell cast by a creature within the area gains a +1 enhancement bonus to the DC of any saving throws against the spell, and can be cast as if one of the following metamagic feats was applied to it (without increasing the spell level or casting time): Enlarge Spell, Extend Spell, Silent Spell, or Still Spell (you choose the metamagic feat when you cast *arcane concordance*).

- Diminished Effects Any arcane spell cast by a creature within the area only gains a +1 enhancement bonus to the DC of any saving throws against the spell (and no metamagic effect).
- Heightened Effects The spell affects both divine and arcane spells cast by creatures with the area.

ARCANE SIGHT

School divination; Classes alchemist, inquisitor, magus, sorcerer/wizard, witch CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 min./level (D) DESCRIPTION

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.) If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

As with *detect magic*, you can use this spell to identify the properties of magic items, but not artifacts.

Arcane sight can be made permanent with a permanency spell.

- **Diminished Effects** The spell's duration becomes concentration, up to 1 minute/level.
- Heightened Effects The spell's range becomes touch and its target becomes one creature.

ARCHON'S AURA

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

CASTING

Casting Time 1 standard action Component V, S EFFECT

Range 20 ft. Area 20-ft. radius centered on you Duration 1 minute/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

You gain a powerful aura, similar to an archon's aura of menace. Any hostile creature within a 20-foot radius of you must make a Will save to resist the effects of this aura. If the creature fails, it takes a -2 penalty on attack rolls and saving throws and to Armor Class for the duration of this spell, or until it successfully hits you with an attack. A creature that has resisted or broken the effect cannot be affected again by this particular casting of *archon's aura*.

- Diminished Effects The spell's range and area is reduced to a 10-foot radius centered on you.
- Heightened Effects If a creature fails it's Will save, it takes a –4 penalty on attack rolls and saving throws and to Armor Class for the duration of this spell, or until it successfully hits you with an attack.

ASH STORM

School conjuration (creation) [fire]; Classes druid, sorcerer/wizard, witch

Casting Time 1 standard action Components V, S, M/DF (a pinch of ash) EFFECT Range long (400 ft. + 40 ft./level) Area cylinder (40-ft. radius, 20 ft. high) Duration 1 round/level

Saving Throw none; Spell Resistance no DESCRIPTION

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

- Diminished Effects The spell's range is reduced to medium (100 ft. + 10 ft./level) and its area is reduced to a cylinder with a 20-foot radius, 10 feet high.
- Heightened Effects The ash deals 2d6 points of fire damage each round to any creatures within the affected area. In addition, affected creatures must make a successful Fortitude save each round or become staggered for 1 round.

ASPECT OF THE STAG

School transmutation (polymorph); Classes ranger

Casting Time 1 standard action Components V, S, DF	11/1
EFFECT	Star U.S
Range personal	
Target you	ALE
Duration 1 minute/level	011.80
DESCRIPTION	
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When you cast this spell, you take on an aspect of a stag, including some of its physical characteristics. Your features become elongated and sinewy, and you grow a set of antlers you can use for defense. You gain a +2 dodge bonus to AC against attacks of opportunity, your base speed increases by 20 ft., you can move through any undergrowth (including magically manipulated undergrowth) at your normal speed, and can even make a 5-foot step within such terrain. Furthermore, when you are hit with an attack of opportunity, you can make a single attack with your antlers against the opponent that hit you as an immediate action. This attack uses your highest base attack bonus plus your Strength or Dexterity bonus (your choice) and deals 1d8 points of piercing damage (if you are Medium; 1d6 points of damage if Small) plus your Strength modifier on a successful hit. The antlers have a critical multiplier of 19-20/×2.

- Diminished Effects You only gain a +1 dodge bonus to AC against attacks of opportunity, and your base speed only increases by 10 feet. In addition, you antlers only deal 1d6 points of piercing damage (if you are Medium; 1d4 points of damage if Small).
- Heightened Effects You gain a +4 dodge bonus to AC against attacks of opportunity, and you may use your antlers as a secondary natural attack.

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BADGER'S FEROCITY

School transmutation; Classes cleric/oracle, druid

CASTING	
Casting Time 1 standard actic Components V, S	'n
EFFECT	1
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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.



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BANISH SEEMING

School abjuration; Classes inquisitor

CASTING	
Casting Time 1 standard action	2
Components V, S, M (a cold iron nail)	
EFFECT	8
Range touch	
Target one creature or object	
Duration instantaneous and 1 round/level; see	e t
Saving Throw none; Spell Resistance no	
DESCRIPTION	2

With a melee touch attack you can dispel an illusion or return a creature to its natural form. This functions as dispel magic directed at the effect in question, except you receive a +2 enhancement bonus on your dispel check and you can only dispel illusions or changes in form created by supernatural effects or spells. If multiple effects are changing the creature's appearance, you can dispel one such effect for every four caster levels you possess, starting with the highest caster level spells and proceeding to spells with lower caster levels. The caster level for supernatural abilities such as change shape is equal to the target creature's Hit Dice. A creature returned to its natural form by banish seeming is prevented from changing its form again for a number of rounds equal to your caster level.

Banish seeming has no effect on nonmagical means of changing appearance, such as that provided by a disguise or extraordinary ability.

- Diminished Effects You can only dispel one effect changing the creature's appearance, and you do not receive a +2 enhancement bonus on your dispel check.
- Heightened Effects You may choose which spell affecting the target which you would like to dispel. You must be aware of what spells are affecting the target (via detect magic, arcane sight, or a similar effect) to choose this option.

BEAST SHAPE

School transmutation (polymorph); **Classes** sorcerer/wizard

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 animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

- Diminished Effects The spell's duration is reduced to 1 round/level, and you can only assume the form of a Small creature of the animal type.
- Heightened Effects You can assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.

Caution! Spells Merge! This spell combines the effects of the following spells: beast shape I and beast shape II.

BLACK TENTACLES

School conjuration (creation); Classes summoner CASTING

Casting Time 1 standard action Components V, S, M (octopus or squid tentacle) EFFECT Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread Duration 1 round/level (D) Saving Throw: none; Spell Resistance: no

DESCRIPTION

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *black tentacles* is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The *black tentacles* spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that *black tentacles* succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of *black tentacles*, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The

entire area of effect is considered difficult terrain while the tentacles last.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels). When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive only a +2 bonus due to their Strength and a +1 size bonus. If the tentacles succeed in grappling a foe, that foe only takes 1d6+2 points of damage and gains the grappled condition.
- Heightened Effects When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +6 bonus due to their Strength and a +1 size bonus. If the tentacles succeed in grappling a foe, that foe takes 1d6+6 points of damage and gains the grappled and prone conditions.

BLADE OF BRIGHT VICTORY

School transmutation [good]; Classes paladin CASTING Casting Time 1 standard action Component V, S EFFECT Range touch Target your paladin bonded weapon Duration 1 minute/level Saving Throw Will negates (harmless); Spell Resistance no DESCRIPTION

You strengthen the bond between your divine bond weapon and its celestial spirit. The weapon gains the *ghost touch* property. You may change your weapon's damage type (bludgeoning, piercing, slashing) as a swift action. You gain a sacred bonus to your CMD against disarm and sunder attacks directed at your bonded weapon; this bonus is equal to half your caster level.

Diminished Effects The spell's duration is reduced to 1 round/level. Heightened Effects The weapon also gains the *holy* property.

BLADE OF DARK TRIUMPH

School transmutation [evil]; Classes antipaladin

CASTING Casting Time 1 standard action Component V, S EFFECT Range touch Target your fiendish boon weapon Duration 1 minute/level Saving Throw Will negates (harmless); Spell Resistance no DESCRIPTION

You strengthen the bond between your fiendish boon weapon and its unholy spirit. The weapon gains the *ghost touch* property. You may change your weapon's damage type (bludgeoning, piercing, slashing) as a swift action. You gain a profane bonus to your CMD against disarm and sunder attacks directed at your boon weapon; this bonus is equal to half your caster level.

- Diminished Effects The spell's duration is reduced to 1 round/level.
 - **Heightened Effects** The weapon also gains the *unholy* property.

BLESSING OF THE MOLE

School transmutation; Classes cleric/oracle, inquisitor, paladin, ranger CASTING Casting Time 1 round

Components V, S EFFECT

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

Area one creature/level Duration 1 minute/level

Saving Throw none (harmless); Spell Resistance yes (harmless) DESCRIPTION

The targets gain darkvision 30 feet and a +2 competence bonus on Stealth checks.

- Diminished Effects The spell's range is reduced to touch and its targets become one creature per two caster levels.
- Heightened Effects The targets gain darkvision 60 feet and a +4 competence bonus on Stealth checks.

BLINDNESS/DEAFNESS

School necromancy [curse]; Classes cleric/oracle 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.

BLINK

School transmutation; Classes bard, magus, sorcerer/wizard Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 round/level (D) DESCRIPTION You "blink" quickly back and forth between the

Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. *Blink* has several effects, as follows. Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

- Diminished Effects Physical attacks and individually targeted spells against you only have a 20% chance to miss or fail, and if the attacker can see invisible creatures, there is no miss or fail chance. Your own attacks and spells have only a 10% chance to miss or fail.
- Heightened Effects As long as you end your turn in an open space, you can travel through solid objects with no chance of failure.



BLOOD BIOGRAPHY

School divination; **Classes** cleric/oracle, inquisitor, sorcerer/wizard

CASTING Casting Time 1 minute Components V, S, M/DF (a scrap of parchment) EFFECT

Range touch

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

DESCRIPTION

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.

BLOODHOUND

School transmutation; Classes alchemist 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.

BLOODY CLAWS

School necromancy; Classes ranger CASTING

Casting Time 1 standard action Components V, S, DF EFFECT Range touch Target living creature touched Duration 1 minute/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You give a creature the ability to deal bleed damage when making natural attacks so long as the attack deals slashing or piercing damage. This bleed damage for each attack is equal to one-half your caster level (limited to the creature's maximum damage with that attack), though bleed damage does not stack. When two or more attacks deal bleed damage, take the worse effect.

Diminished Effects The spell's range becomes personal and its target becomes self.

Heightened Effects Whenever the target deals bleed damage to an opponent, the bleeding opponent is sickened each round it takes bleed damage. The sickened condition can be negated with a successful Fortitude save.

BORROW FORTUNE

School evocation; Classes oracle 3; Domain	s fate 3
CASTING	The
Casting Time 1 immediate action Components V	
EFFECT	1
Range personal	1
Target you	
Duration instantaneous; see text	11
DESCRIPTION	1000

When you make a d2o roll, you may choose to immediately cast this spell to reroll that die before success or failure is known, keeping the more favorable result. For the next two rounds following your casting of the spell, you must roll two dice each time a d20 roll is called for, keeping the less favorable result.

- Diminished Effects For the next three rounds following your casting of the spell, you must roll two dice each time a d2o roll is called for, keeping the less favorable result.
- Heightened Effects For the next round following your casting of the spell, you must roll two dice each time a d2o roll is called for, keeping the less favorable result.

BURROW

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

Casting Time 1 standard action Components V, S

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

The subject can burrow at a speed of 15 feet (or 10 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) through sand, loose soil, or gravel, or at a speed of 5 feet through stone. Using *burrow* requires only as much concentration as walking, so the subject can attack or cast spells normally. The burrowing creature cannot charge or run. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate.

Diminished Effects The spell does not confer a burrow speed, but it does provide a +10-foot enhancement bonus to a creature that already has a burrow speed. Heightened Effects The subject can burrow at a speed of 20 feet (or 15 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) through sand, loose soil, or gravel, or at a speed of 10 feet through stone.

BURST OF NETTLES

School conjuration [acid]; Classes druid	
CASTING	~
Casting Time 1 standard action Components V, S	
EFFECT	1917
Range close (25 ft. + 5 ft./2 levels) Area 10-ftradius burst Duration instantaneous Saving Throw Reflex half; Spell Resistance yes	5
DESCRIPTION	
- And	

You release a burst of barbed, acid-filled nettles. Creatures caught in the burst take 3d6 points of damage plus 1d6 points of acid damage on the next round. Those that save take half damage from the initial burst and no acid damage on the next round.

- Diminished Effects Creatures caught in the burst take 3d6 points of damage and no acid damage on the next round. Those that save take half damage.
- Heightened Effects Creatures caught in the burst take 5d6 points of damage plus 3d6 points of acid damage on the next round. Those that save take half damage from the initial burst and 1d6 points of acid damage on the next round.

BURST OF SPEED

School transmutation; Classes alchemist, antipaladin, magus, inquisitor, paladin, ranger CASTING Casting Time 1 swift action Component V

EFFECT Range personal Target you Duration see text

DESCRIPTION

Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor or carrying a Medium or Heavy load), your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are, but you cannot end your movement this round in a space occupied by a creature.

- Diminished Effects You only gain a +10foot bonus to speed (or +5-foot bonus if you are wearing Medium or Heavy armor or carrying a Medium or Heavy load) and you cannot move through the space of creatures that are larger than you.
- Heightened Effects The spell's range becomes touch and its target becomes one creature. The spell lasts until the end of the target's next turn instead of until the end of your turn.

CACKLING SKULL

School illusion (glamer); Classes witch	
CASTING	100
Casting Time 1 standard action Components V, S	15 31
EFFECT	
Range close (25 ft. + 5 ft./2 levels) Target one skull	N CONT
Duration permanent until discharged Saving Throw Will negates; Spell Resistance yes	

DESCRIPTION

This spell functions as *magic mouth*, except rather than creating an illusory mouth on any surface, it affects a skull. In addition, when the skull's magic is triggered, it releases wild and unnerving cackles before speaking its message. All creatures that can hear the cackles must save or become shaken for 1d4 rounds.

> **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.

CALL LIGHTNING

School evocation [electricity]; Domains catastrophe 3, weather 3

CASTING Casting Time 1 round Components V, S

EFFECT

Range long (400 ft. + 40 ft./level) Effect one or more 30-ft.-long vertical lines of lightning Duration 1 minute/level

Saving Throw Reflex half; Spell Resistance yes DESCRIPTION

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5foot-wide, 30-foot-long, vertical bolt of lightning that deals 4d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 12 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 4d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Diminished Effects The spell's range is reduced to medium (100 ft. + 10 ft./level). In addition each bolt only deals 3d6 points of electricity damage (or 3d10 if created outdoors in a stormy area), and you may only call a maximum of 10 bolts.

Heightened Effects Each bolt deals 5d6 points of electricity damage (or 5d10 if

created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Caution! Spells Merge! This spell combines the effects of the following spells: *call lightning* and *call lightning storm*.

CAMPFIRE WALL

School evocation [fire, light]; Classes bard, sorcerer/wizard

CASTING

Casting Time 1 standard action Components V, S, M/DF (ash made from burnt thorns)

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 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.

CAST OUT

School abjuration; Classes inquisitor CASTING Casting Time 1 standard action Components V, S, DF EFFECT Range touch Target creature touched Duration instantaneous Saving Throw Will partial; Spell Resistance yes DESCRIPTION

With a melee touch attack you blast a single creature and disrupt any magic controlling it. The target takes 2d8 points of damage + 1 point per caster level (maximum +15). In addition, you make a dispel check against any *magic jar* effect (including a ghost's malevolence ability) or enchantment (compulsion) spells on the target creature, starting with the highest level spells and proceeding to lower level spells. Treat this as a targeted *dispel magic* spell, except *cast out* can dispel one such spell for every four caster levels you possess. A successful Will save halves the damage and limits the dispelling to a single spell or effect.

- Diminished Effects You make the caster level check to dispel at a –5 penalty.
 - Heightened Effects You may choose which spell affecting the target which you would like be affected by. You must be aware of what spells are affecting the target (via *detect magic, arcane sight,* or a similar effect) to choose this option.

CHAIN OF PERDITION

School evocation [force]; Classes cleric/oracle, sorcerer/wizard CASTING

Casting Time 1 standard action Components V, S, M/DF (chain link) EFFECT Range close (25 ft. + 5 ft./2 levels) Effect 10-ft. chain Duration 1 round/level (D) Saving Throw none; Spell Resistance yes DESCRIPTION

A floating chain of force with hooks at each end appears within an unoccupied space of your choosing within range. This chain is a Medium object that has a 10-foot reach. Physical attacks cannot hit or harm the *chain of perdition*, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it normally. The chain's AC against touch attacks is 10 + your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric).

The chain can perform the dirty trick (blind or entangle), drag, reposition, and trip combat maneuvers, using your caster level in place of your Combat Maneuver Bonus, and your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. The chain does not provoke attacks of opportunity for making combat maneuvers. It suffers no penalty or miss chance due to darkness, invisibility, or other forms of concealment. Directing the spell to a new target is a move action.

As a move action, you can move the chain up to 30 feet. If the chain goes beyond the spell's range or out of your sight, it returns to you.

If a creature that the chain attacks has spell resistance, you must make a caster level check (1d20 + caster level) against that spell resistance the first time the chain performs a successful maneuver against that creature. If the chain 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.

- Diminished Effects The spell's range is reduced to 30 feet. As a move action, you can move the chain up to 15 feet.
 - Heightened Effects The chain gains a +3 deflection bonus to its AC against touch attacks and a +2 bonus on combat maneuver checks to perform a dirty trick (blind or entangle), drag, reposition, or trip combat maneuver.

CHARM MONSTER

School enchantment (charm) [mind-affecting]; Classes bard, summoner

CASTING	Carlos Carlos
Casting Time 1 standard action Components V, S	A
EFFECT	11
Range close (25 ft. + 5 ft./2 levels)	6
Target one living creature	10
Duration 1 day/level	NE
Saving Throw Will negates; Spell Resistance	e yes
DESCRIPTION	1 - Carlington

This charm makes a living creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed creature as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to 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 affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the creature's language to communicate your commands, or else be good at pantomiming. Diminished Effects The spell's range becomes touch.

Heightened Effects The spell can target one creature per three caster levels, no two of which can be more than 30 ft. apart.

CLAIRAUDIENCE/CLAIRVOYANCE

School divination (scrying); **Classes** bard, sorcerer/wizard, witch

CASTING

Casting Time 10 minutes Components V, S, F/DF (a small horn or a glass eye) EFFECT Range long (400 ft. + 40 ft./level) Effect magical sensor

Duration 1 minute/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect.

Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels).
- Heightened Effects The sensor allows you to both hear and see.

CLOAK OF WINDS

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

CASTING Casting Time 1 standard action Components V, S

EFFECT

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

You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a –4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

- Diminished Effects The spell range becomes touch.
- Heightened Effects At 10th level, Small or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. At 16th level, Medium or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee.

COMPANION MIND LINK

School enchantment (charm) [mind-affecting]; Classes druid, ranger

Casting Time 1 standard action Components V, S EFFECT

Range close (25 ft. + 5 ft./2 levels) Target your animal companion Duration 1 minute/level

DESCRIPTION

CASTING

The link between you and your animal companion becomes stronger. As long as you are within line of sight of your animal companion, you can telepathically communicate with it as if you two shared a language. Also, as long as you are within line of sight of the animal companion, you can push your animal companion a swift action instead of a move action, and you do not need to succeed at Handle Animal checks to handle your animal companion. Such checks automatically succeed.

Diminished Effects The spell's duration is reduced to 1 round/level.

 Heightened Effects Once the mind link is formed, it works over any distance (although not from one plane to another).



CONFUSION

School enchantment (compulsion) [mind-affecting]; Classes sorcerer/wizard, witch 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.

Caution! Spells Merge! This spell combines the effects of the following spells: confusion and lesser confusion.

CONTAGION

School necromancy [disease, evil]; Domains decay 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 Fortitude negates; Spell Resistance yes DESCRIPTION

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information see Diseases.

- **Diminished Effects** The spell's range is reduced to touch.
- Heightened Effects The victim cannot overcome the disease without magic making the required number of saves does not cure it. The DC to remove the disease with magic is equal to the save DC + 5.
- Caution! Spells Merge! This spell combines the effects of the following spells: contagion and greater contagion.

CONTROL SUMMONED CREATURE

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

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

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

You seize control of a summoned creature by disrupting the bond between it and the caster who summoned it. If the creature fails its save, you may command it as if you had summoned it. The original caster can attempt to regain control of the creature as a standard action by making an opposed Spellcraft check against you. When your spell ends, control reverts to the original summoner. If the summoning spell ends before this spell ends, the remaining duration of this spell is lost.

- Diminished Effects The spell's duration becomes concentration (maximum 5 rounds).
- Heightened Effects You gain a +5 bonus on your opposed Spellcraft check if the original caster attempts to regain control of the creature.

COORDINATED EFFORT

School divination; Classes bard, inquisitor

Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Targets you plus one willing creature per 3 levels, no two of which can be more than 30 ft. part

Duration 1 minute/level
Saving Throw none; Spell Resistance no
DESCRIPTION

Choose a single teamwork feat that you possess. You forge a link with your allies, allowing them to gain the benefits of the chosen feat even if they do not have it themselves. You must be a part of the group qualifying for a given bonus for your allies to gain the benefits. For example, two of your allies flanking an orc would gain no benefit from your Outflank feat, but an ally flanking the orc with you would. Your allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for either of you to receive the listed bonus.

Diminished Effects The spell's duration is reduced to 1 round/level.

Heightened Effects You do not need to be a part of the group qualifying for a given bonus for your allies to gain the benefits. For example, two of your allies flanking an orc would gain the benefit from your Outflank feat, whether or not you were flanking the orc as well.

COUNTLESS EYES

School transmutation; Classes alchemist, inquisitor, sorcerer/wizard, witch CASTING

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

The target sprouts extra eyes all over its body, including on the back of its head. It gains all-around vision and cannot be flanked.

- Diminished Effects The spell's range becomes personal and its target becomes self.
- Heightened Effects The spell's target becomes creature's touched, and you divide the duration in 1-hour intervals among the creatures touched.

CREATE FOOD AND WATER

School conjuration (creation); Classes cleric/oracle; Domains family CASTING

Casting Time 10 mir	nutes
Components V, S	
EFFECT	all is

Range close (25 ft. + 5 ft./2 levels) Effect food and water to sustain three humans or one horse/level for 24 hours Duration 24 hours; see text Saving Throw none; Spell Resistance no DESCRIPTION

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

- Diminished Effects The spell only creates enough food and water to sustain three humans or one horse for 24 hours.
- Heightened Effects The food created by the spell keeps fresh for 1 day/level.

CREATE TREASURE MAP

School divination; Classes druid CASTING

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.

CRUSHING DESPAIR

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

CASTING Casting Time 1 standard action Components V, S, M EFFECT Range 30 ft. Area cone-shaped burst Duration 1 minute/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels good hope.

- Diminished Effects The spell only affects one creature (your choice) within the 30foot range.
 - Heightened Effects The spell affects all creatures in a 30-foot-radius burst centered on you.

CUP OF DUST

School transmutation [curse]; Classes druid, witch

Casting Time 1 standard action Component V, S, M (a pinch of dust) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 day/level (D) Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

You curse the target with a thirst no drink can quench. On a failed saving throw, the target begins to dehydrate. The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of drinking can counter this effect, although the target still experiences the other normal effects of any liquid imbibed (such as poisons or potions). *Cup of dust* can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell, but effects suffered as a result of dehydration must be healed by normal means.

- Diminished Effects The spell's range is reduced to touch.
- Heightened Effects The DC to remove *cup* of dust is equal to the save DC + 5.

CURSE OF DISGUST

School enchantment [compulsion, curse, emotion, mindaffecting]; Classes bard CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent

Saving Throw Will negates; Spell Resistance yes DESCRIPTION

You place a curse upon a creature, causing it to avoid the sight of a specific trigger, which is a kind of creature, object, or condition designated by you. When the target is within 30 feet of a trigger and is aware of the trigger, it gains the sickened condition and feels an urge to leave. A successful Will save negates the urge to leave, but the sickened condition persists as long as the target is within 30 feet of a trigger and aware of it. Example triggers include beggars, filthy clothing, diseased creatures, the king, blood, spiders, rats, corpses, and sewage.



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

Heightened Effects The DC to remove *curse of disgust* is equal to the save DC + 5.

DARKVISION

School transmutation; Classes ranger		
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 low-light vision.
- Heightened Effects The spell's target becomes creatures touched, and you divide the duration in 1-hour intervals among the creatures touched.
- Caution! Spells Merge! This spell combines the effects of the following spells: darkvision and communal darkvision.

DAYBREAK ARROW

School evocation [light]; Classes cleric/oracle, inquisitor, paladin

CASTING Casting Time 1 standard action Components V, S

EFFECT

Range touch

Target up to 50 pieces of ammunition, all of which must be together at the time of casting

Duration 10 minutes/level

Saving Throw Fortitude negates (harmless; object); Spell Resistance yes (harmless, object)

DESCRIPTION

You cause ammunition, including shuriken, to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles. This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance. Such a projectile sheds light as if it were a sunrod for 1 round after it is fired or thrown.

- Diminished Effects Undead and creatures harmed by sunlight take no additional damage from such projectiles. Half of the damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance.
 - Heightened Effects Creatures that take penalties in bright light take these penalties for 1d4 rounds after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d8 points of damage from such projectiles.

DAYLIGHT [ERRATA]

School evocation [light]; Classes bard, cleric/oracle, druid, inquisitor, magus, paladin, sorcerer/wizard; Domain day, light

CASTING

Casting Time 1 standard action Components V, S EFFECT Range touch Target object touched Duration 10 min./level (D) Saving Throw none; Spell Resistance no

DESCRIPTION

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Diminished Effects The object sheds bright light in a 30-foot radius. This illumination increases the light level for an additional 30 feet by one step. Creatures that take penalties in bright light take them while within the 30-foot radius of this magical light.

Heightened Effects You may dismiss the spell to deal 1d8 points of damage per two

caster levels (maximum 5d8) to all undead creatures within a 10-foot-radius burst of the spell's target object. An undead creature particularly vulnerable to bright light takes 1d6 points of damage per caster level (maximum 10d6).

DEADLY JUGGERNAUT

School necromancy [death]; Classes antipaladin, cleric/oracle, inquisitor, paladin casting Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 minute/level DESCRIPTION

With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/— each time you reduce a qualifying opponent to o or few hit points (maximum +5 bonus and DR 10/—) with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice -4.

- 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.

DEFILE ARMOR

School abjuration [evil]; Classes antipaladin

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

You imbue your armor with an unrighteous aura. It gains a +1 enhancement bonus per four caster levels (maximum +5 at 20th level). When using your judgment or smite ability, you gain DR 5/good.

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 is reduced to 1 round/level.

Heightened Effects The enhancement bonus can be applied to a shield instead of armor.

DEVOLUTION

School transmutation; Classes sorcerer/wizard, summoner

CASTING	
Casting Time 1 standard action	
Components V, S, M (a chameleon sca	ale)
EFFECT	24

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

This spell causes an eidolon to lose one evolution plus one additional evolution for every five caster levels. Evolutions with the highest total cost are lost first. If there is a tie, randomly determine which is lost. If this spell causes an eidolon to fail to meet the prerequisites for other evolutions or abilities, those evolutions or abilities are lost as long as this spell persists.

- Diminished Effects The spell causes the target eidolon to only lose one evolution.
- Heightened Effects The spell causes the target eidolon to lose one evolution plus one additional evolution for every four caster levels.

DIMENSION DOOR

School conjuration (teleportation); Classes summoner CASTING Casting Time 1 standard action Components V EFFECT Range long (400 ft. + 40 ft./level) Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); Spell Resistance no and yes (object)

DESCRIPTION

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

- Diminished Effects The spell's range becomes medium (100 ft. + 10 ft./level), and the destination locations must be in sight when you cast the spell.
- Heightened Effects You may bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per two caster levels.

DIMENSIONAL ANCHOR

School abjuration; Classes inquisitor, summoner

CASTING Casting Time 1 standard action Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level) Effect ray Duration 1 min./level Saving Throw none; Spell Resistance yes (object) DESCRIPTION

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

- **Diminished Effects** The target receives a Fortitude save to negate the spell's effects.
- Heightened Effects The spell affects all creatures within a 10-foot-radius burst of the target. All creatures (except for the target) receive a Fortitude save to negate the spell's effects.

DIMINISH PLANTS

School transmutation; Classes druid, ranger CASTING

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

Range see text Target or Area see text Duration instantaneous Saving Throw none; Spell Resistance no DESCRIPTION

This spell has two versions.

Prune Growth: This version of the spell causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. This version of *diminish plants* automatically dispels any spells or effects that enhance plants, such as *entangle*, *plant growth*, and *wall of thorns*.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-footradius quarter-circle. You may also designate portions of the area that are not affected.

Stunt Growth: This version of the spell targets all normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to half normal.

This spell has no effect on plant creatures.

Diminished Effects The *prune growth* version's range is reduced to medium (100 ft. + 10 ft./level), and the *stunt growth* version targets all normal plants within a range of 1/4 mile.

Heightened Effects The prune growth version allows you to completely strip vegetation from affected areas, making it easy to create mazes or cut a clear path through heavy growth, and the stunt growth version targets all normal plants within a range of 1 mile.

DISCERN LIES

School divination; Classes paladin

Casting Time 1 standard action Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels) Targets one creature/level, no two of which can be more than 30 ft. apart Duration concentration, up to 1 round/level Saving Throw Will negates; Spell Resistance no DESCRIPTION

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different target.

- Diminished Effects The spell range becomes close (25 ft. + 5 ft./2 levels), and you may only use the targeted dispel option. In addition, you take a –4 penalty on your dispel check.
- Heightened Effects You no longer have to concentrate to maintain the spell, and after concentrating on a subject for 1 round, you gain a +6 enhancement bonus on your Intimidate and Sense Motive checks against that subject.

DISCOVERY TORCH

School evocation [light]; Classes cleric/oracle

CASTING		The second	11.12
Casting Time 1 round Components V, S			
EFFECT		and the second	
Range touch Target object touched			
Duration 10 minutes/level Saving Throw none; Spell Res	sistance	no	
DESCRIPTION	Carl and	11/ 8	

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.

DISPEL MAGIC [ERRATA]

School abjuration; Classes antipaladin, bard, cleric/oracle, inquisitor, magus, paladin, sorcerer/wizard, summoner, witch; Domain magic; Bloodlines arcane

CASTING	ALC: N
Casting Time 1 standard action Components V, S	
EFFECT	44
Range medium (100 ft. + 10 ft./level) Target or Area one spellcaster, creature, or object Duration instantaneous Saving Throw none; Spell Resistance no	
DESCRIPTION	and Ma

You can use *dispel magic* to end one ongoing spell that has been cast on a creature or object, to

temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel magic*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

- Diminished Effects You take a –4 penalty on your dispel check.
- Heightened Effects You gain a +4 bonus on your dispel check.

DISPLACEMENT

School illusion (glamer); Classes alchemist, bard, magus, sorcerer/wizard, summoner; Domains protean

CASTING

Casting Time 1 standard action **Components** V, M (a small loop of leather)

EFFECT

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

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location and negates the miss chance.

- Diminished Effects The spell's range becomes personal and its target becomes you.
- Heightened Effects The target also benefits from a +2 dodge bonus to AC (which is negated by *true seeing*).

DISTRACTING CACOPHONY

School evocation [sonic]; Classes sorcerer/wizard 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.

DIVINATION

School divination; Classes cleric/oracle, inquisitor, witch CASTING Casting Time 10 minutes Components V, S, M (incense and an appropriate offering worth 25 gp) EFFECT Range personal Target you Duration instantaneous DESCRIPTION

A *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 24 hours. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you have no way to tell whether it was the consequence of a failed or successful *divination*.

Multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

Diminished Effects The spell's casting time is reduced to 1 minute, but it can only tell you whether a particular action will bring good or bad results for you in the immediate future. In addition, if the *divination* succeeds, you only get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the *divination* fails, you get the "nothing" result. If you get the "nothing" result, you have no way to tell whether it was the consequence of a failed or successful *divination*.

Heightened Effects The divination can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. In addition, if the die roll fails, you know the spell failed, unless specific magic yielding false information is at work.

Caution! Spells Merge! This spell combines the effects of the following spells: *augury* and *divination*.

DIVINE TRANSFER

CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target living creature touched Duration instantaneous + 1 round/level (see text) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION	School necromancy; Classes paladin	
Components V, S EFFECT Range touch Target living creature touched Duration instantaneous + 1 round/level (see text) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)	CASTING	
Range touch Target living creature touched Duration instantaneous + 1 round/level (see text) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)		ard action
Target living creature touched Duration instantaneous + 1 round/level (see text) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)	EFFECT	S. 10 10
DESCRIPTION	Target living creature Duration instantaneo Saving Throw Fortitu	ous + 1 round/level (see text) de negates (harmless); Spell
	DESCRIPTION	

With a single touch, you transfer some of your life essence to the subject, transferring your hit points and your resolve. When you touch the subject you can transfer up to a number of hit points equal to your Constitution score to the target. These hit points heal the subject, but cannot raise the subject's hit points higher than its normal hit point total. In addition, the subject gains DR/evil equal to your Charisma bonus (if any) for the duration of the spell.

- Diminished Effects The subject does not gain any DR/evil, but it is still healed as normal.
- Heightened Effects When you touch the subject you can transfer up to a number of hit points equal to one and a half times your Constitution score to the target. In addition, the subject gains DR/evil equal to one and a half times your Charisma bonus (if any, round down) for the duration of the spell.

DOMINATE ANIMAL

School enchantment (compulsion) [mind-affecting]; Classes druid; Domains animal CASTING Casting Time 1 round Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one animal Duration 1 round/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

This spell allows you to enchant the targeted animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or selfdestructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal
with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

- Diminished Effects The spell's range is reduced to touch, and its duration becomes concentration, up to 1 round/level.
 - Heightened Effects You can give the animal suicidal or self-destructive commands, but it receives a new saving throw with a +2 bonus.

DRACONIC RESERVOIR

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

Casting Time 1 standard action

Components V, S, M (a scale from dragon that produces the energy you seek to absorb)

EFFECT

CASTING

Range touch Target creature touched Duration 10 minutes/level or until discharged; see text Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

Draconic reservoir functions as protection from energy, absorbing 6 points of one type of energy damage per caster level (acid, cold, electricity, or fire, maximum 60 points). Each round, as a swift action, the subject can release 1d6 points of the absorbed energy and apply it to any melee attack, as if using a corrosive, flaming, frost, or shock weapon. The first creature the subject strikes with this attack takes the energy damage in addition to any other consequences of the attack. Releasing energy in this way does not "free up" space to absorb still more energy; the maximum amount of energy the spell can absorb remains fixed. The subject cannot release more energy than he currently has absorbed. Once the subject has absorbed all the energy allowed by the spell, he takes damage as normal from that energy type. Once the energy has been released, the spell is discharged.

Draconic reservoir does not stack with protection from energy. Draconic reservoir overlaps (and does not stack with) resist energy. If a character is warded by draconic reservoir and resist energy, draconic reservoir absorbs damage until it reaches its maximum limit.

- Diminished Effects The spell's range becomes personal and its target becomes you.
- Heightened Effects The spell's target becomes creatures touched and you may divide the duration in 10-minute intervals among the creatures touched.

ELDRITCH FEVER

F

School necromancy [curse, disease, evil]; **Classes** inquisitor, sorcerer/wizard, witch

CASTING	184
Casting Time 1 standard Components V, S	
EFFECT	Gara an
Range close (25 ft. + 5 ft./2 levels)	
Target one creature	
Duration instantaneous	i ste
Saving Throw Fortitude negates; Spell Resistance	yes
DESCRIPTION	-

The target gains the <u>eldritch ague spellblight</u>.

Eldritch Ague Spellblight: Eldritch ague manifests itself as a sickness that is debilitating to spellcasters. A spellcaster with this spellblight is sickened until the curse is removed. When the subject of the curse casts a spell, she is overcome with shaking for 1 round, requiring any spellcasting or the use of a spell-like ability during that time to succeed at a concentration check (DC 15 + twice the spell level of the spell being cast). If she fails the save, the spell and the action to cast it is lost.

While a curse, eldritch ague acts much like a disease, and creatures with immunity to disease . are also immune to eldritch ague. Remove disease cures eldritch ague; unlike with most spellblights, using this spell to remove the spellblight does not impose a -5 caster level check penalty.

- **Diminished Effects** The target is only fatigued (not sickened) by the spellblight. Any circumstance that would cause the target to become fatigued instead causes it to become exhausted (even if the spell or ability text states otherwise).
- Heightened Effects Using remove disease to remove the spellblight imposes a –5 penalty on the caster level check, like with most spellblights.

More information on Spellblights is available on the Pathfinder SRD.

ELEMENTAL AURA

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

Casting Time 1 standard action
FFECT
Range personal
arget you
Duration 1 round/level (D)
aving Throw Reflex half; see text; Spell Resistar
ESCRIPTION

This spell forms an aura of energy around you, damaging all those that come near you.

Choose an energy type: acid, cold, electricity, or fire.

Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of energy damage of the selected type. This aura has an additional effect, depending upon the type of energy chosen.

Acid: Creatures affected by your aura take 1 point of ongoing acid damage per round for 1 round per three caster levels, and are sickened for the duration of the ongoing acid damage.

Cold: Creatures affected by your aura are fatigued. A creature that is already fatigued suffers no additional effect.

Electricity: Creatures affected by your aura are staggered for 1 round.

Fire: Creatures affected by your aura catch on fire.

Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the additional effect. The aura's additional effects do not stack if a creature takes damage from your aura multiple times. You may only have one *elemental aura* in effect at one time. When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

- Diminished Effects Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of energy damage of the selected type but are not affected by the associated additional effect.
 - Heightened Effects Creatures adjacent to you when this spell is cast and at the start of your turn take 2d8 points of energy damage and are affected by the associated additional effect.

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Compendium Arcanum Volume 4: 3rd Level Spells

ELEMENTAL SPEECH

School divination [air, earth, fire, or water]; Classes bard, cleric/oracle

CASTING	1. The 193	State 1
Casting Time 1 standard action Components V, S, M (iron filings)		In
EFFECT	1000	
Range personal	2 1	G
Target you	1. 8.08	00
Duration 1 minute/level	1	1
DESCRIPTION	THE SALES TO	l

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.

ENLARGE PERSON, MASS

School transmutation; Classes summoner CASTING Casting Time 1 round

Components V, S, M (powdered iron)

Range close (25 ft. + 5 ft./2 levels) Target One humanoid creature/level, no two of which can be more than 30 ft. apart Duration 1 min./level (D) Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

This spell causes instant growth of humanoid creatures, doubling their height and multiplying their weight by 8. This increase changes the creatures' size category to the next larger one. The targets gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see **Table: Tiny and Large Weapon Damage**). Other magical properties are not affected by this spell. Any *enlarged* item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Diminished Effects The spell's duration is reduced to 1 round/level.

Heightened Effects The spell's casting time is reduced to 1 standard action and its range is increased to medium (100 ft. + 10 ft./level).

TABLE: TINY AND LARGE WEAPON DAMAGE

Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	-	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
• 2d4	1d4	2d6
2d6	1d8	3d6
2d8 .	1d10	3d8
2d10	2d6	4d8

ENTER IMAGE

School transmutation; Classes cleric/oracle, sorcerer/wizard

CASTING

Casting Time 1 standard action **Components** V, S, M/DF (a drop of paint and a ball of clay)

EFFECT

Range 50 ft./level Effect transfer consciousness to any object bearing your likeness Duration concentration

Saving Throw none; Spell Resistance no

DESCRIPTION

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.

ERUPTIVE PUSTULES

School transmutation [acid]; Classes alchemist, sorcerer/wizard, witch

CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 1 minute/level (D)

Saving Throw Fortitude partial (see text); Spell Resistance yes DESCRIPTION

Your skin erupts in swollen, pus-filled bumps that burst open if you are struck. Any creature that strikes you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of acid damage and must save or be sickened for 1 round. If the attack against you is a critical hit, the attacker must save or be nauseated instead of sickened. This damage can harm a swarm.

Diminished Effects Any creature that strikes you with its body or a handheld weapon takes 1d6 points of acid damage but does not need to save or become sickened. If the attack against you is a critical hit, the attacker must save or be sickened for 1 round.

Heightened Effects Any creature that strikes you with its body or a handheld weapon takes 1d8 points of acid damage and must save or be sickened for 1d4 rounds.

EVOLUTION SURGE

School transmutation; Classes summoner

CASTING

Casting Time 1 standard action Components V, S, M (a chameleon scale)

EFFECT

Range touch

Target your eidolon **Duration** 1 minute/level

Saving Throw Will negates (harmless); Spell Resistance no

DESCRIPTION

This spell causes your eidolon to take on new characteristics. You can grant the eidolon any evolution whose total cost does not exceed 4 evolution points. You may only grant one evolution with this spell, even if that evolution can be taken multiple times. You can grant an evolution that allows you to spend additional evolution points to upgrade that evolution. This spell cannot be used to grant an upgrade to an evolution that the eidolon already possesses. The eidolon must meet any prerequisites of the selected evolution. This spell does not allow an eidolon to exceed its maximum number of natural attacks.

Diminished Effects You can grant the eidolon any evolution whose total cost does not exceed 2 evolution points.

Heightened Effects You can grant the eidolon any two evolutions whose total cost does not exceed 6 evolution points.

Caution! Spells Merge! This spell combines the effects of the following spells: *evolution surge, lesser evolution surge,* and *greater evolution surge.*

EXCRUCIATING DEFORMATION

School transmutation (polymorph) [evil, pain]; Classes sorcerer/wizard, witch

CASTING	St her
Casting Time 1 standard action Components V, S	m
EFFECT	
Range touch	R
Target creature touched	C
Duration 1 round/level	
Saving Throw Fortitude partial; Spell Resistan	ce yes
DESCRIPTION	-
	1000 C 1000 C 1000

Your touch attack causes your target to become painfully malformed. Its limbs twist and buckle, while its body contorts uncontrollably, shifting and warping. Each round the target suffers excruciating pain and takes 2d6 points of nonlethal damage, 1 point of Dexterity damage, and 1 point of Constitution damage, and its speed is reduced by 10 feet. Once per round as a free action on its turn, the target can attempt a new Fortitude saving throw to resist the spell for 1 round.

- Diminished Effects Each round the target takes 1d6 points of nonlethal damage, 1 point of Dexterity damage or 1 point of Constitution damage (your choice each round), and its speed is reduced by 5 feet.
- Heightened Effects Each round the target fails the Fortitude saving throw it is also sickened.

EXPLOSIVE RUNES

School abjuration [force]; Classes sorcerer/wizard
CASTING
Casting Time 1 standard action Components V, S
FFECT
Range touch
Farget one touched object weighing no more than 10
bs.
Duration permanent until discharged (D)
Saving Throw see text; Spell Resistance yes
DESCRIPTION

You trace mystic runes upon a book, map, scroll, or similar object bearing written information. The *explosive runes* detonate when read, dealing 6d6 points of force damage. Anyone next to the *explosive runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the *explosive runes* is entitled to a Reflex save for half damage. The object on which the *explosive runes* were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the *explosive runes*. Likewise, you can remove the *explosive runes* whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the *explosive runes* and failing to do so triggers the explosion.

Magic traps such as *explosive runes* are hard to detect and disable. A character with the trapfinding class feature (only) can use Disable Device to thwart *explosive runes*. The DC to find magic traps using Perception and to disable them is 25 + spell level, or 28 for *explosive runes*.

Diminished Effects Creatures next to the explosive runes (close enough to read them) are entitled to a Reflex save for half damage; no other creatures are affected by the spell. In addition, a Disable Device check that fails by 5 or more does not accidentally trigger the trap, but still cannot be retried. Heightened Effects When read, the detonation deals 6d8 points of force damage. In addition, any failed Disable Device check accidentally triggers the trap.

EXQUISITE ACCOMPANIMENT

School illusion (shadow) [shadow]; Classes bard CASTING Casting Time 1 standard action Components V, S EFFECT Range personal

Effect phantom instrument Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You create a phantom instrument, a glowing construct of magic in the form of a portable musical instrument of your choice. The instrument floats beside you, moving as you move (even if you teleport). It cannot be damaged, but can be dispelled. The instrument plays as you direct, and as long as it plays, you do not have to expend rounds of bardic performance from your daily allotment to maintain an effect. Activating a bardic performance or switching to a new effect still costs a round of your overall bardic performances per day.

- Diminished Effects As long as the instrument plays, you only have to expend half as many rounds of bardic performance from your daily allotment to maintain an effect (round up).
- Heightened Effects You no longer have to expend rounds of bardic performance to activate a bardic performance or switch to a new effect.

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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 2d6 + 1 per caster level (maximum +15). This spell does not stack with itself.

- Diminished Effects You only gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).
- Heightened Effects You gain temporary hit points equal to 2d10 + 1 point per caster level (maximum +20).

Caution! Spells Merge! This spell combines the effects of the following spells: *false life* and *greater false life*.



TABLE: WIND EFFECTS

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons ¹	Checked Size²	Blown Away Size³	Fly Penalty
Light	0–10 mph	—/—	—	—	-
Moderate	11-20 mph	-1- 11 m (0)	-	_	4
Strong	21-30 mph	-2/—	Tiny	—	-2
Severe	31-50 mph	-4/	Small	Tiny	-4.
Windstorm	51–74 mph	Impossible/–4	Medium	Small	-8
Hurricane	75-174 mph	Impossible/-8	Large	Medium	-12
Tornado	175–300 mph	Impossible/impossible	Huge	Large	-16

The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

2 Checked Size: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne.

3 Blown Away Size: Creatures on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check.

FEAR

School necromancy [emotion, fear, mind-affecting]; Classes bard

CASTING

Casting Time 1 standard action **Components** V, S, M (the heart of a hen or a white feather)

EFFECT

Range 30 ft. Area cone-shaped burst Duration 1 round/level or 1 round; see text Saving Throw Will partial; Spell Resistance yes

DESCRIPTION

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

- Diminished Effects A successful Will save negates the spell.
- Heightened Effects If a creature succeeds on its Will save, it is still shaken for the duration of the spell.

FICKLE WINDS

School transmutation [air]; Classes ranger

CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Targets one or more Medium creatures/level, no two of which can be more than 30 ft. apart Duration 1 minute/level (D) Saving Throw none (see text); Spell Resistance yes DESCRIPTION

You create a mobile cylinder of wind encompassing every target of the spell and protecting them as *wind wall*, but not interfering with them in any way. For example, arrows and bolts fired at the targets are deflected upward and miss, but the targets' own arrows or bolts pass through the wall as if it were not there.

A Large creature counts as 4 Medium creatures for the purpose of how many targets you can effect with the spell; a Huge creature counts as 8, a Gargantuan creature as 16, and a Colossal creature as 32. This spell has no effect within the area of a higher-level wind or weather spell.

> Diminished Effects The spell's range becomes touch and its target becomes one Small or Medium creature.

Heightened Effects You may decrease the natural wind effects for each affected creature by one step in intensity (see Table: Wind Effects below). This has no effect on magical wind effects.

FIRE OF JUDGMENT

School evocation; Classes paladin	00 11 2
CASTING	1
Casting Time 1 swift action Components V, S	
EFFECT	James Martin
Range special; see text	
Target one creature	
Duration 1 round/level	
Saving Throw Will partial; Spell Res	istance yes
DESCRIPTION	-

After casting this spell, the next creature you attack using your smite evil class ability is engulfed in flames of positive energy. At the start of its turn, the target takes 1d6 points of damage, and takes an additional 1d6 points of damage each time it attacks a creature other than you. If the creature is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature this damage increases to 1d10. With a successful saving throw, a creature is affected by this spell for only 1 round. This damage is divine in nature and bypasses any DR the creature possesses.

- Diminished Effects The spell's duration is reduced to 1 round and a target that saves against this spell is not affected.
- Heightened Effects At the start of its turn, the target takes 1d8 points of damage, and takes an additional 1d8 points of damage each time it attacks a creature other than you. If the creature is an outsider with the evil subtype, an evilaligned dragon, or an undead creature this damage increases to 1d12.

FIRE SHIELD

School evocation [fire or cold]; Classes summoner CASTING

Casting Time 1 standard action **Components** V, S, M (phosphorus for the *warm shield*; a firefly or glowworm for the *chill shield*) EFFECT

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

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your *fire shield*.

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a *chill shield*) or fire damage (if you choose a *warm shield*). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the *chill shield* is cast, violet or red if the *warm shield* is employed. The special powers of each version are as follows.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw. **Diminished Effects** The flames still damages creatures that attack you, but they do not protect you from cold-based or fire-based attacks.

Heightened Effects The shield provides a +2 shield bonus to AC which negates magic missile attacks directed at you. This bonus applies against incorporeal touch attacks. In addition, any creature striking you with its body or a handheld weapon takes 2d6 points of damage + 1 point per caster level (maximum +20).

FIREBALL [ERRATA]

School evocation [fire]; Classes magus, sorcerer/wizard; Domains fire 3

CASTING Casting Time 1 standard action Components V, S, M (a ball of bat guano and sulfur) EFFECT

Range long (400 ft. + 40 ft./level) Area 20-ft.-radius spread Duration instantaneous Saving Throw Reflex half; Spell Resistance yes DESCRIPTION

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

- Diminished Effects The spell's range becomes medium (100 ft. + 10 ft./level), its area becomes a 10-foot-radius spread, and it only deals 1d6 points of fire damage per two caster levels (maximum 5d6) to every creature within the affected area.
- Heightened Effects Creatures who take damage from the spell must make a second Reflex save or gain the dazed condition for 1 round.

FLAME ARROW

School transmutation [fire]; Classes magus, sorcerer/wizard CASTING Casting Time 1 standard action

Components V, S, M (a drop of oil and a small piece of flint) EFFECT Range close (25 ft. + 5 ft./2 levels) Target fifty projectiles, all of which must be together at the time of casting Duration 10 min./level Saving Throw none; Spell Resistance no

DESCRIPTION

This spell allows you to turn ammunition (such as arrows, crossbow bolts, shuriken, and sling stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Diminished Effects The spell's range is reduced to touch and each piece of ammunition only deals an extra 1d4 points of fire damage to any target it hits. Heightened Effects Any creature that takes fire damage from an affected piece of ammunition must make a Reflex save or catch on fire.

FLASH FIRE

School transmutation; Classes sorcerer/wizard, witch
CASTING
Casting Time 1 standard action
Components V, S, M (a pinch of powdered fool's gold)
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 fires with a blinding flash, even if the firearm is not currently loaded. Every creature within 15 feet of the creature carrying the weapon must succeed at a Fortitude save or be blinded for 1d4 rounds. The creature carrying the firearm takes a –4 penalty on this saving throw. If the firearm is loaded, the 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 Will save also takes 1d4 points of sonic damage. This version of the spell gains the sonic descriptor.

FORCE HOOK CHARGE

School evocation [force]; Classes magus

CASTING

Casting Time 1 standard action Components V, S EFFECT

Range close (25 feet + 5 feet/2 levels) Target one creature or object within range and you Duration instantaneous Saving Throw none; Spell Resistance yes DESCRIPTION

You create a hook of force that strikes the target and drags you to a space adjacent to it. Make a ranged touch attack against the target; if the touch attack succeeds, the target takes 1 point of force damage per caster level. Whether or not the touch attack hits, the force hook drags you in a straight line to a square adjacent to the target. This movement provokes attacks of opportunity as normal. The pulling hook keeps you from falling as part of this movement; therefore you can use it to cross a pit or chasm, or reach a higher or lower elevation. If the line of effect from you to the target passes through an area that is too small to fit your body (such as a portcullis or arrow slit), the hook pulls you to that location and you take damage as if you had fallen the distance from your starting point to that location. If you are restrained, such as being chained to a wall, the hook pulls you to the maximum extent of your restraints but does not break the restraints.

If your travel to the destination is not blocked, you land on your feet, unharmed by the sudden motion. However, the spell does not guarantee you a safe landing space when you arrive. For example, if your target is flying or on a ledge with no room for you to stand, once the hook pulls you adjacent to the target, you begin to fall.

If you use this spell with your spell combat class ability, you can make your melee attack from your starting position or your ending position.

- Diminished Effects If the touch attack succeeds, the target only takes 1 point of force damage per two caster levels.
- Heightened Effects While being dragged in a straight line to a square adjacent to the target, your movement does not provoke attacks of opportunity.

FORCE PUNCH [ERRATA]

School evocation [force]; Classes magus, sorcerer/wizard casting

Casting Time 1 standard action Components V, S

EFFECT

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

This spell charges your hand with telekinetic force. Your successful melee touch attack deals 1d4 points of force damage per level (maximum 1od4) and causes the target to be pushed away from you in a straight line up to 5 feet per two caster levels. For every size category of the target above Medium, reduce the distance pushed by 5 feet (-5 feet for Large, -10 feet for Huge, -15 for Gargantuan, and -20 feet for Colossal) to a minimum of 0 feet. A successful Fortitude save negates the movement but not the damage.

- Diminished Effects Your melee touch attack only deals 1d4 points of force damage per two caster levels (maximum 5d4), and it does not cause the target to be pushed away from you.
- Heightened Effects Your successful melee touch attack deals 1d6 points of force damage per level (maximum 1od6) in addition to pushing the target away from you.

FUNGAL INFESTATION

School necromancy [disease]; Classes druid CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target creature touched Duration 1d3 days Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

You coat the target in necrotic fungus that makes its flesh soft and fragile. Toadstools, ringworm, and other disgusting fungal growths sprout from its skin. The target takes 1d3 points of Charisma damage. Any physical attack against the target automatically adds 1d6 points of bleed damage.

- Diminished Effects Any physical attack against the target only adds 1d4 points of bleed damage.
- Heightened Effects Any physical attack against the target automatically adds 1d8 points of bleed damage.

GASEOUS FORM

G

School transmutation; Classes alchemist, bard, magus, sorcerer/wizard; Domains air

and the second se	
Casting Time 1 standard action	
Components S, M/DF (a bit of gauze and a wisp of smoke)	5.0
EFFECT	
Range touch	
Target willing corporeal creature touched	
Duration 2 min./level (D)	
Saving Throw none; Spell Resistance no	
DESCRIPTION	1000

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

- Diminished Effects The spell's duration is reduced to 1 round/level (maximum 10 rounds)
- Heightened Effects You may cast the spell on an unwilling corporeal creature with a successful touch attack. The target may attempt a Will save to negate the effects.

GEAS, LESSER

School enchantment (compulsion) [curse, languagedependent, mind-affecting]; Classes bard CASTING Casting Time 1 round

Components V

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one living creature with 7 HD or less Duration 1 day/level or until discharged (D) Saving Throw Will negates; Spell Resistance yes DESCRIPTION

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer HD and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the *lesser* geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *lesser geas*.

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

Diminished Effects The spell's range is reduced to touch, and its duration becomes 1 day per two caster levels, or until discharged. Heightened Effects The spell's target becomes one living creature per three caster levels, no two of which can be more than 30 ft. apart. The creatures must have 8 or fewer HD and be able to understand you. Each creature must receive the same instructions.

GENTLE REPOSE

School necromancy; Classes sorcerer/wizard

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, MASS

School transmutation; Classes paladin 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/level, no two of which can be more than 30 ft. apart Duration 1 round/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

The targets coalesce into semi-physical forms for a short period of time. While subject to the spell, the incorporeal creatures take 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 target becomes one incorporeal creature per two caster levels, no two of which can be more than 30 ft. apart
- Heightened Effects The targets take full damage from all types of weapons, spells, spell-like effects, and supernatural effects.

GLIBNESS

School transmutation; Classes bard	0
CASTING	MAX MA
Casting Time 1 standard action Components S	
EFFECT	11 24
Range personal	23/2
Target you	A A A
Duration 10 min./level (D)	11.
DESCRIPTION	Mr. D

Your speech becomes fluent and more believable, causing those who hear you to believe every word you say. You gain a +20 bonus on Bluff checks made to convince another of the truth of your words. This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.

If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

Diminished Effects The spell's duration is reduced to 1 round per level.

Heightened Effects You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 1 + your caster level to succeed.

GLYPH OF WARDING

School abjuration; Classes cleric/oracle, inquisitor, witch; Domains home, rune

CASTING

Casting Time 10 minutes

Components V, S, M (powdered diamond worth 200 gp)

EFFECT Range touch

Target or Area object touched or up to 5 sq. ft./level Duration permanent until discharged (D) Saving Throw see text; Spell Resistance no (object) and yes; see text

DESCRIPTION

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead, polymorph*, and *nondetection* (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as *glyph of warding* are hard to detect and disable. While any character can use Perception to find a glyph, only a character with the trapfinding class feature can use Disable Device to disarm it.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

- Diminished Effects A blast glyph only deals 1d6 points of damage per two caster levels (maximum 5d6) and a spell glyph can only store a spell of 2nd level or lower. Read magic allows you to identify a diminished glyph of warding with a DC 12 Knowledge (arcana) check.
 - Heightened Effects A blast glyph deals 1d10 points of damage per two caster levels (maximum 5d10) and a spell glyph can store a spell of 4th level or lower. Read magic allows you to identify a heightened glyph of warding with a DC 14 Knowledge (arcana) check.

GOOD HOPE

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

CASTING

Casting Time 1 standard action Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level) Targets one living creature/level, no two of which may be more than 30 ft. apart Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

This spell instills powerful hope in the subjects.

Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Good hope counters and dispels crushing despair.

- Diminished Effects The spell's target becomes one living creature.
- Heightened Effects Each affected creature gains a +4 morale bonus on

saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. In addition, you may make a dispel check against any mind-affecting spells or effects of 3rd level or lower active on the targets.

GUIDING STAR

School divination; Classes	cleric/oracle, wit	cch
CASTING	1 Marsh	
Casting Time 1 minute	Miles.	150
Components V, S, M (a sp	ool of thread or s	string)
EFFECT	1 marsh	Marger W
Range personal		(AL)
Target you		11 am
Duration 1 day/level (D)		San I.
DESCRIPTION	1 march	SALCE.
	T. S. C.	States and States

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.

HALT UNDEAD

School necromancy; Classes inquisitor, sorcerer/wizard CASTING

Casting Time 1 standard action Components V, S, M (a pinch of sulfur and powdered garlic) EFFECT

Range medium (100 ft. + 10 ft./level) Targets up to three undead creatures, no two of which can be more than 30 ft. apart Duration 1 round/level Saving Throw Will negates (see text); Spell Resistance yes

DESCRIPTION

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the *halted* creatures are attacked or take damage.

> Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and its target becomes only one undead creature.

Heightened Effects The spell can target as many as two undead creatures plus one undead creature per three caster levels, no two of which can be more than 30 feet apart.

HASTE [ERRATA]

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

CASTING Casting Time 1 standard action Components V, S, M (a shaving of licorice root)

Range close (25 ft. + 5 ft./2 levels) Targets one creature/level, no two of which can be more than 30 ft. apart Duration 1 round/level

Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

EFFECT

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

Diminished Effects The spell's range becomes personal, its target becomes self, and its duration becomes 1 round per Compendium Arcanum Volume 4: 3rd Level Spells

caster level (maximum 5 rounds). In addition, your movement is only increased by 15 feet, up to a maximum of twice your normal speed while using that form of movement.

 Heightened Effects Targets gain a +4 enhancement bonus to their current initiative score (possibly improving their spot in the current initiative lineup), or their initiative rolls if not currently engaged in combat.

HAUNTING CHOIR

School necromancy [mind-affecting, pain]; Classes bard CASTING Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels) Area 30-ft.-radius emanation Duration concentration + 2 rounds Saving Throw Will negates; Spell Resistance yes DESCRIPTION

You create a spectral choir and conduct its tortured, ghostly moans, deluding listeners into believing they are suffering the torments of the dead. The transparent singers occupy a 10-foot cube, but they are intangible and do not interfere with creatures in any physical way, nor can they be attacked. Creatures within 30 feet of the choir experience wracking pain that causes them to take a -2 penalty on attack rolls, skill checks, and ability checks. Individuals who exit the area of effect take these penalties for an additional 2 rounds before the delusion wears off.

Diminished Effects Creatures within 30 feet of the choir experience wracking pain that causes them to take a –1 penalty on attack rolls, skill checks, and ability checks. Individuals who exit the area of effect take these penalties for an additional 1 round before the delusion wears off. **Heightened Effects** Creatures within 30 feet of the choir experience wracking pain that causes them to take a –3 penalty on attack rolls, skill checks, and ability checks. Individuals who exit the area of effect take these penalties for an additional 3 rounds before the delusion wears off.

HEAL MOUNT

School conjuration (healing); Classes paladin CASTING

Casting Time 1 standard action Components V, S	1
EFFECT	31 11-3
Range touch	
Target your mount touched	1 AC.
Duration instantaneous	110-
Saving Throw Will negates (harmless); \$	Spell Resistance
yes (harmless)	1
DESCRIPTION	

Heal mount enables you to channel positive energy into your special mount to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal mount does not remove negative levels or restore permanently drained ability score points.

- Diminished Effect: The spell only cures 4d8 points of damage + 1 point per caster level (maximum +25), and only removes the following conditions affecting your special mount: ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened. In addition, the spell functions as *break enchantment* upon a single additional effect of your choice that is affecting your special mount and that can be legally affected by this effect.
- Heightened Effect: The spell also restores all points permanently drained from a single ability score (your choice if more than one is drained).

HEALING THIEF

School necromancy Level sorcerer/wizard, witch

CASTING Casting Time 1 standard action Components V, S, M (a bit of sponge, damp with tears) EFFECT Range touch Target creature touched

Duration 1 round/level or until discharged Saving Throw none; Spell Resistance yes DESCRIPTION

With this spell you can steal the healing of the target creature. You must succeed at a melee touch attack to strike the target. If you do, until the effect ends, whenever your target is subject to a healing spell or a supernatural effect that heals hit points, the target only receives half the healing (rounded down) and you receive the other half (also rounded down). You must remain within 25 feet (plus 5 feet per two caster levels) of the target to gain this benefit. If you move outside that range, the spell is discharged. Once you steal 5 hit points per your caster level (maximum 50 hit points) of healing from this spell's effect, the spell is discharged.

- Diminished Effects You must remain within 25 feet (no increase for caster level) of the target to gain this benefit. Once you steal 5 hit points per your caster level (maximum 25 hit points) of healing from this spell's effect, the spell is discharged.
- Heightened Effects Once you steal 5 hit points per your caster level (maximum 75 hit points) of healing from this spell's effect, the spell is discharged.

HELPING HAND

School evocation; Classes cleric/oracle	
CASTING	1 ile
Casting Time 1 standard action Components V, S, DF	6
EFFECT	E.S.
Range 5 miles Effect ghostly hand	20.
Duration 1 hour/level Saving Throw none; Spell Resistance no	07
DESCRIPTION	

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, you specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is done, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away he is, as detailed on the following table.

Distance	Time to Locate	
100 ft. or less	1 round	
1,000 ft.	1 minute	1
1 mile	10 minutes	
2 miles	1 hour	
3 miles	2 hours	2
4 miles	3 hours	
5 miles	4 hours	

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of

as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on its own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

- Diminished Effects The spell's duration is reduced to 10 minutes/level.
 - Heightened Effects The hand is incorporeal and can pass through solid objects. In addition, the hand can use gestures and signs to pass a secret message from you to the recipient (as if using the Bluff skill). To do this, you must make a caster level check (DC 20 for a simple message, DC 25 for a complex message) instead of a Bluff skill check to encode the message. The recipient must make a Sense Motive skill check (same DC as the encoding check) to decipher the secret message. Other creatures with the recipient may decipher the message by

succeeding at an opposed Sense Motive check against your caster level result.

HEROISM

School enchantment (compulsion) [mind-affecting]; Classes alchemist, inquisitor, sorcerer/wizard, summoner, witch; Domain heroism

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.

HIDE CAMPSITE

School illusion (glamer); Classes druid

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.

HOLD PERSON

School enchantment (compulsion) [mind-affecting]; Classes sorcerer/wizard 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 WHISPER

School evocation [good]; Classes paladin
CASTING
Casting Time 1 standard action Components V, S
EFFECT
Range 30 ft. Area cone-shaped burst Duration instantaneous Saving Throw Fortitude negates; see text; Spell
Resistance yes
DESCRIPTION

You whisper a single word in the primordial language of good that is anathema to the minions of evil and strengthens the resolve of good creatures. Evil creatures within the burst must make a Fortitude saving throw or become sickened for 1 round/level. Evil outsiders with the evil subtype, evil-aligned dragons, and undead in the burst also take 2d8 points of damage if they fail their saves. Good-aligned creatures in the burst gain a +2 sacred bonus on attack and damage rolls for 1 round.

Diminished Effects Evil creatures within the burst must make a Fortitude saving throw or become sickened for 1 round. Evil outsiders with the evil subtype, evilaligned dragons, and undead in the burst also take 2d6 points of damage if they fail their saves. Good-aligned creatures in the burst gain a +1 sacred bonus on attack and damage rolls for 1 round.

Heightened Effects Evil outsiders with the evil subtype, evil-aligned dragons, and undead in the burst also take 2d10 points of damage if they fail their saves. Goodaligned creatures in the burst gain a +3
sacred bonus on attack and damage rolls for 1 round.

HOSTILE LEVITATION

School transmutation; Classes sorcerer/wizard, witch CASTING

Casting Time 1 standard action Components V, S, M (a leather loop studded with lodestones) 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 levitate the target a few inches off the ground, removing solid footing and halving the target's speed. The target also takes a –4 penalty to CMD against bull rush, drag, and reposition attempts. A targeted 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 action spent stabilizing allows the creature to begin again at –1.

This spell fails if cast on a flying creature.

- Diminished Effects The target only takes a -2 penalty to CMD against bull rush, drag, and reposition attempts. In addition, the target takes a maximum of a -3 penalty on attack rolls.
- Heightened Effects You may levitate the target up to 5 feet/level off the ground, to a maximum of 100 feet. 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).

HOWLING AGONY

DESCRIPTION

School necromancy [death, pain]; Classes sorcerer/wizard, witch CASTING

Casting Time 1 standard action Components V, S, M (a needle and a dried eyeball) EFFECT

Range close (25 ft. + 5 ft./2 levels)Target one living creature/level, no two of which can be
more than 30 ft. apartDuration 1 round/levelSaving Throw Fortitude negates; Spell Resistance yes

- You send wracking pains through the targets' bodies. Because of the pain, affected creatures take a -2 penalty to AC, attacks, melee damage rolls, and Reflex saving throws, and must succeed at a concentration check (DC equal to the DC of this spell) to cast spells. However, if an affected creature spends a move action screaming as loudly as possible, it can act without any other penalties for the remainder of its turn. "Screaming," for the purposes of this spell, includes any vocalization of pain or its telepathic equivalent; creatures that cannot scream (such as creatures without the natural ability to communicate or vocalize) suffer the full effect of the spell.
 - Diminished Effects You may only target one living creature.
 - Heightened Effects Affected creatures take a –3 penalty to AC, attacks, melee damage rolls, and Reflex saving throws.

ILLUSORY SCRIPT

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

CASTING Casting Time 1 minute per page Components V, S, M (lead-based ink worth 50 gp) EFFECT

Range touch

Target one touched object weighing no more than 10 lbs. Duration one day/level (D) Saving Throw Will negates; see text; Spell Resistance

DESCRIPTION

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You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting can read the writing; it's unintelligible to any other character.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a *suggestion* implanted in the script by you at the time the *illusory script* spell was cast. The *suggestion* lasts only 30 minutes. Typical *suggestions* include "Close the book and leave," "Forget the existence of this note," and so forth. If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

- Diminished Effects The spell's duration is reduced to 1 hour/level.
- Heightened Effects The *suggestion* lasts one hour.

INSTANT ENEMY

School enchantment; Classes ranger

With this spell you designate the target as your favored enemy for the remainder of its duration. Select one of your favored enemy types. For the duration of the spell, you treat the target as if it were that type of favored enemy for all purposes.

- Diminished Effects The spell's duration becomes 1 round/level.
 - Heightened Effects The spell's target becomes one creature per three caster levels, no two of which can be more than 30 feet apart.

INVISIBILITY, GREATER [ERRATA]

School illusion (glamer); Classes summoner

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

Range personal or touch Target you or creature touched Duration 1 round/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

The creature 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 does not end if the subject attacks any creature.

- Diminished Effects The spell's range becomes personal, its target becomes self, and it requires 50 gp worth of diamond dust as a material component.
- 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.

INVISIBILITY PURGE [ERRATA]

School evocation; Classes cleric/oracle	15/11 38
CASTING	Mary Ster
Casting Time 1 standard action Components V, S	
EFFECT	
Range personal	
Target you	
Duration 1 min./level (D)	
DESCRIPTION	and a function
A. Cal	A STATE OF STATE

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

- **Diminished Effects** You must make a dispel check (DC = 11 + the spell's caster level) against each source of invisibility within the affected area.
- Heightened Effects You instead create a burst effect with a radius of 5 feet per caster level centered on you that outlines all creatures and objects in a pale glow. You must overcome any spell resistance a potential subject may have to affect it. Outlined subjects shed light as candles. Creatures outlined by the glow take a -20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 5th-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The glow is too dim to have any special effect on undead or darkdwelling creatures vulnerable to light. The glow can be blue, green, or violet, according to your choice at the time of casting. The glow does not cause any harm to the objects or creatures thus outlined. The spell gains the [light] descriptor.

JESTER'S JAUNT

School conjuration (teleportation); Classes bard

CASTING Casting Time 1 standard action Components V, S EFFECT

Range touch Target one living creature Duration instantaneous Saving Throw Will negates; Spell Resistance yes DESCRIPTION You teleport the target to a space you can see within 30 feet of the target. The destination must be on solid ground, and the teleportation cannot end in a space that is by nature hazardous to the creature you are teleporting.

- Diminished Effects The spell's range becomes personal and its target becomes you.
- Heightened Effects The target does not receive a Will saving throw to negate, but you must still defeat its spell resistance (if any).

Κ

KEEN EDGE

School transmutation; Classes sorcerer/w	vizard
CASTING	1 A
Casting Time 1 standard action Components V, S	
EFFECT	1.
Range close (25 ft. + 5 ft./2 levels)	A AL
Targets one weapon or 50 projectiles, all of	of which must
be together at the time of casting	3311
Duration 10 min./level	33/20
Saving Throw Will negates (harmless, obj	ect); Spell
Resistance yes (harmless, object)	1 -
DESCRIPTION	Edita M

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell. Multiple effects that increase a weapon's threat range (such as the *keen* special weapon property and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

- Diminished Effects The spell's duration is reduced to 1 minute/level.
- Heightened Effects The spell's target becomes weapons or groups of 50 projectiles, and you divide the duration in 10-minute intervals among the targeted weapons or projectiles.

KI LEECH

School necromancy [evil]; Classes cleric/oracle, sorcerer/wizard, witch

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

EFFECT

CASTING

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

DESCRIPTION

You place your spirit in a receptive state so when you confirm a critical hit against a living enemy or reduce a living enemy to o or fewer hit points, you can steal some of that creature's *ki*. This replenishes 1 point of *ki* as long as you have at least 1 *ki* point in your *ki* pool. This does not allow you to exceed your *ki* pool's maximum. This ability does not stack with similar abilities (such as the steal *ki* ability of the hungry ghost monk).

This spell has no effect if you do not have a ki pool.

- Diminished Effects The spell's duration is reduced to 1 round/level.
- Heightened Effects When you confirm a critical hit against a living enemy or reduce a living enemy to o or fewer hit points, you replenish 2 points of ki as long as you have at least 1 ki point in your ki pool.

-

LIFE BUBBLE

School abjuration; Classes ranger

CASTING Casting Time 1 standard action Components V, S, M/DF (a bit of eggshell)

EFFECT

Range touch

Target creatures touched, up to one/level Duration 2 hours/level; see text Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

DESCRIPTION

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like *cloudkill* and *stinking cloud*. In addition, the shell protects subjects from extremes of temperature (per *endure elements*) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

- Diminished Effects The spell's target is reduced to one creature.
- Heightened Effects In addition to the above effects, the targets gain cold resistance 5 and fire resistance 5.

LIGHTNING BOLT [ERRATA]

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

Casting Time 1 standard action Components V, S, M (fur and a glass rod) EFFECT Range 120 ft.

Area 120-ft. line Duration instantaneous Saving Throw Reflex half; Spell Resistance yes DESCRIPTION

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

- Diminished Effects The spell's range becomes 60 feet, its area becomes 60 feet, and it only deals 1d6 points of electricity damage per two caster levels (maximum 5d6) to every creature within the area.
- Heightened Effects Creatures who take damage from the spell must make a Fortitude save or gain the staggered condition for 1d4 rounds.

LIGHTNING LASH BOMB ADMIXTURE

School evocation [electricity]; 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 (formulae 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 those of the new one become active.

When you throw a bomb and hit a direct target, lashes of electrical energy are released from the bomb, coalescing on the bomb's direct target and up to three creatures that take damage from the bomb's splash (alchemist's choice). Those affected by the electricity must succeed at a Reflex saving throw or take 1d6 points of electrical damage each time they take a move action to move more than 5 feet for the duration of the effect. This effect does not ignore spell resistance.

> **Diminished Effects** Only the direct target of the bomb must succeed at a Reflex saving throw or take 1d6 points of electrical damage each time they take a move action to move more than 5 feet for the duration of the effect.

Heightened Effects All creatures damaged by the splash must succeed at a Reflex saving throw or take 1d6 points of electrical damage each time they take a move action to move more than 5 feet for the duration of the effect.

LILY PAD STRIDE

School transmutation; Classes druid

CASTING	
Casting Time 1 standard action	26.
Components V, S, M (a frog's leg)	1 OF
EFFECT	1
Range long (400 ft. + 40 ft./level)	1
Effect trail of lily pads behind you	
Duration 10 minutes/level (D); see text	
Saving Throw none; Spell Resistance no	
PERSONAL PROPERTY AND A PERSON	

DESCRIPTION

Your every footstep creates aquatic plants capable of supporting your weight and that of any creature of your size or smaller that is following you. These lily pads only appear when you cross water or other liquids which do not immediately destroy plants. You can walk across these liquid surfaces without any fear of stumbling (though if knocked prone, dragged under, or otherwise pulled off your feet you still sink in the liquid). For the duration of the spell, any creature of your size or smaller can attempt to follow you by making a DC 10 Acrobatics check every round. Each such check allows it to move at half its normal land speed. If the creature takes a -5 penalty on its check it can move at its normal speed. If a creature fails an Acrobatics check, or if a creature that's larger than you attempts to follow, it falls through, damaging the plants. Each time a creature falls through, all subsequent creatures take a cumulative -5 penalty on their Acrobatics checks when traveling across that particular stretch of plants. As you move, the lily pads disappear behind you once you pass beyond the spell's range. Otherwise, they remain until the spell's duration expires.

- Diminished Effects The range is reduced to medium (100 ft. +10 ft./level) and its duration is reduced to 1 minute/level.
- Heightened Effects The lily pads can support any creature one size category larger than you and smaller, and a creature

attempting to follow you must make a DC 5 Acrobatics check each round to follow you.

LITANY OF ESCAPE

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

CASTING	T In a los
Casting Time 1 swift action	
Components V, S, DF	
EFFECT	11
Range close (25 ft. + 5 ft./2 levels)	14
Target one willing creature that is grappled	
Duration instantaneous	111 15
Saving Throw no; Spell Resistance yes	ALL A
DESCRIPTION	Enrice

With a powerful prayer, you call upon the servants of your god to whisk a friend out of a grapple. The target loses the grappled and pinned conditions and is teleported 10 feet.

- Diminished Effects The spell's range is reduced to 10 feet, and the target is only teleported 5 feet after losing the grappled and pinned conditions.
- Heightened Effects The spell functions even if you do not have a clear line of effect to the target (for example, if you were to target a swallowed creature).

LITANY OF SIGHT

School divination; Classes antipaladin, paladin	
CASTING	S. B.C.
Casting Time 1 swift action Components V, S, DF	
EFFECT	
Range personal	
Target you	
Duration 1 round	
Saving Throw no; Spell Resistance yes	
DESCRIPTION	

This litany reveals the unseen to you. You can see invisible creatures and objects within 30 feet.

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 can only see invisible creatures and objects within 15 feet.
- Heightened Effects The spell's duration increases to concentration (maximum 1 round/level) (D).

LOATHSOME VEIL

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

CASTING

Casting Time 1 standard action Components V, S, M (a tangle of multicolored threads)

EFFECT

Range close (25 ft. + 5 ft./2 levels) Effect transparent pattern 40 ft. long, 20 ft. high Duration concentration + 1 round/level (D) Saving Throw Will negates Spell Resistance yes DESCRIPTION

This spell creates a transparent veil of shifting, multicolored strands of light that form into endlessly varied and alien patterns. One side of the veil, chosen by you at the time of casting, is harmless. The other side twists and turns into impossible shapes, affecting any creature with 60 feet who views the veil. The veil affects a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell are affected first. The effect is according to the creature's HD.

4 HD or fewer: The creature is nauseated while it can see the veil, nauseated for 1d4 rounds after it last saw the veil, then sickened for 2d4 rounds after it last saw the veil.

8 HD or fewer: The creature is nauseated for 1d4 rounds, sickened while it can see the veil, then sickened for 1d4 rounds after it last saw the veil.

g or more HD: The creature is sickened while it can see the veil.

A successful saving throw ignores all effects of the veil. Sightless creatures are not affected by *loathsome veil*. Affected creatures can avert or close their eyes to avoid seeing the veil, similar to avoiding a gaze attack.

Loathsome veil can be made permanent with the *permanency* spell by a caster of 10th level or higher for the cost of 7,500 gp.

- Diminished Effects The veil affects a maximum of 18 Hit Dice of creatures.
- Heightened Effects The veil affects a maximum of 30 Hit Dice of creatures.

LOCATE OBJECT

School divination; Classes cleric/oracle, inquisitor, witch; Domain thievery

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 inquisitor, magus, sorcerer/wizard, witch	X
CASTING	
Casting time 1 standard action Components V, S, M/DF (a pickled predator's eye)	
EFFECT	
Range personal Target you Duration 1 minute/level	The start
DESCRIPTION	

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.

swarm. Creatures failing a saving throw against the mad monkeys' distraction attack are deafened for 1 minute as well as nauseated. The monkeys attempt one disarm or steal combat maneuver each turn as a free action against any creature that begins its turn in the swarm, using your caster level plus your casting ability score bonus (Intelligence for wizards; Wisdom for druids and oracles; Charisma for bards, sorcerers, and summoners) for its CMB. Recovering an item from the monkeys requires a successful disarm or steal attempt against that CMB + 10. An object stolen by the monkeys takes swarm damage each round the swarm is in possession of the object.

- Diminished Effects Creatures failing a saving throw against the mad monkeys' distraction attack are only nauseated. In addition, the monkeys do not attempt one disarm or steal combat maneuver each turn against any creature that begins its turn in the swarm.
- Heightened Effects Any creature that takes swarm damage must succeed at a DC 14 Fortitude save or contract filth fever.

MAGIC CIRCLE AGAINST CHAOS

School abjuration [lawful]; Classes cleric/oracle, inquisitor, paladin, sorcerer/wizard, summoner; Domains law DESCRIPTION

This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it can imprison a nonlawful called creature.

Diminished Effects The spell can only be used to protect all creatures within the area. It cannot be used to imprison a creature.

Heightened Effects The once trapped, the creature cannot use its spell resistance to test the trap.

MAD MONKEYS

School conjuration (summoning); Classes bard, druid, sorcerer/wizard, summoner CASTING Casting Time 1 round

Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels) Effect swarm of monkeys Duration 1 round/level Saving Throw none; Spell Resistance no DESCRIPTION

You summon a swarm of screeching, mischievous monkeys. The swarm understands and obeys your commands and has the statistics of a monkey

MAGIC CIRCLE AGAINST EVIL

School abjuration [good]; Classes cleric/oracle, inquisitor, paladin, sorcerer/wizard, summoner; Domains good

CASTING

Casting Time 1 standard action **Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver)

EFFECT

Range touch

Area 10-ft.-radius emanation from touched creature Duration 10 min./level

Saving Throw Will negates (harmless); Spell Resistance no; see text

DESCRIPTION

All creatures within the area gain the effects of a *protection from evil* spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding, planar binding,* and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5.

The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from evil* and vice versa.

- Diminished Effects The spell can only be used to protect all creatures within the area. It cannot be used to imprison a creature.
- Heightened Effects The once trapped, the creature cannot use its spell resistance to test the trap.

MAGIC CIRCLE AGAINST GOOD

School abjuration [evil]; Classes antipaladin, cleric/oracle, inquisitor, sorcerer/wizard, summoner; Domains evil

DESCRIPTION

This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it can imprison a nonevil called creature.

- Diminished Effects The spell can only be used to protect all creatures within the area. It cannot be used to imprison a creature.
- Heightened Effects The once trapped, the creature cannot use its spell resistance to test the trap.

MAGIC CIRCLE AGAINST LAW

School abjuration [chaotic]; Classes antipaladin, cleric/oracle, inquisitor, sorcerer/wizard, summoner; Domains chaos DESCRIPTION

This spell functions like *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*, and it can imprison a nonchaotic called creature.

- Diminished Effects The spell can only be used to protect all creatures within the area. It cannot be used to imprison a creature.
- Heightened Effects The once trapped, the creature cannot use its spell resistance to test the trap.

MAGIC FANG, GREATER

School transmutation; Classes druid, ranger, summoner

Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 hour/level DESCRIPTION

This spell imbues one natural weapon or unarmed strike of the subject an enhancement bonus on attack and damage rolls is equal to +1 per four caster levels (maximum +5). This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic.

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater magic fang can be made permanent with a *permanency* spell.

- Diminished Effects The spell's range is reduced to touch and its duration is reduced to 10 minutes/level.
- Heightened Effects May imbue all of the creature's natural weapons with an enhancement bonus on attack and

damage rolls is equal to +1 per four caster levels (maximum +5), but you must divide the duration in 1-hour intervals among the imbued natural weapons.

MAGIC WEAPON, GREATER

School transmutation; Classes antipaladin, inquisito
magus, paladin, sorcerer/wizard
CASTING
Casting Time 1 standard action
Components V. S. M/DF (powdered lime and carbon

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one weapon or 50 projectiles (all of which must be together at the time of casting) Duration 1 hour/level Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object) DESCRIPTION

This spell imbues a weapon with an enhancement bonus on attack and damage rolls of +1 per four

caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

- Diminished Effects The spell's range is reduced to touch and its duration is reduced to 10 minutes/level.
- Heightened Effects The spell's target becomes weapons or groups of 50 projectiles, and you divide the duration in 1-hour intervals among the imbued weapons and projectile groups.

MALICIOUS SPITE

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

CASTING Casting Time 1 standard action Components V, S, M (powdered turquoise worth 150 gp) EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 day/level

Saving Throw Will negates; Spell Resistance yes
DESCRIPTION

You invoke feelings of a driving malicious intent. The target's malice is directed at a second individual as designated by you at the time of casting. Thereafter, the target attempts to slander, abuse, and even plot murder against the target of its spite. This loathing is not overt, and the target's actions against the object of its spite remain subtle and indirect. The enchanted target remains within its financial and ethical means when acting against the second individual, though the malice toward this other person pushes the target to the limit of what it would do to a hated individual.

Each day, the target takes 2 points of Wisdom damage as the all-encompassing spite dominates its thoughts. The target can only alleviate the ability damage by acting upon the emotion and performing a spiteful act. Examples of spiteful acts are spiking the target's drink to make it an easier target for thugs, damaging the target's property, starting foul rumors about the target, framing the target for a crime, paying lepers or beggars to accost the target, extorting or blackmailing the target, or arranging for others to physically harm the target.

When the spell ends, the target remembers the spiteful behavior, but not the motivation for it.

- Diminished Effects The spell's duration is reduced to 1 hour/level.
- Heightened Effects The spell can target any number of creatures. The focus of their malicious intent must be the same

individual for all of the affected creatures. The duration is divided up into 1-day intervals among the affected creatures.

MARIONETTE POSSESSION

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

CASTING

Casting Time 1 standard action Components V, S, F (a piece of paper with the target's name) EFFECT

Range medium (100 ft. + 10 ft./level) Target one willing creature Duration 10 minutes/level or until you return to your body Saving Throw Will negates (see text); Spell Resistance

yes

DESCRIPTION

You project your soul out of your body and into the body of a willing creature. This possession is blocked by *protection from evil* or a similar ward. The target's soul shares its body with you; it is helpless but can still use its senses. You and the target's soul can communicate telepathically as if using a common language.

You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and natural attacks (such as a bite or sting). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary, spelllike, or supernatural abilities.

As a standard action, you can return to your own body, ending the spell. While your soul is possessing the target, your body is helpless. If the host body is slain, you return to your own body if it is within range, and the life force of the host departs (it is slain). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

- Diminished Effects The spell's duration is reduced to 1 minute/level.
- Heightened Effects You may attempt to possess the body of an unwilling creature. If the target creature has spell resistance you must roll a caster level check of overcome it.

MARKS OF FORBIDDANCE

School abjuration [mind-affecting]; Classes paladin CASTING Casting Time 1 standard action

Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Targets one enemy and one ally Duration 1 round/level Saving Throw Will negates; see text; Spell Resistance yes DESCRIPTION

Marks of forbiddance magically brand two creatures, preventing them from committing violence against one another. When you cast this spell choose one enemy and one ally within range. Both targets become branded with the sigil of forbiddance. Until the end of the spell's duration, in order for the two targets to attack one another, even with a targeted spell, each attacker must attempt a Will save. If the save succeeds, that target can attack the other normally. If the save fails, the target can't follow through with the attack and the action is lost. This spell does not prevent the targets from attacking each other with area of effect spells or abilities.

> Diminished Effects The targets gain a +5 bonus on their Will saves to attack one another.

Heightened Effects Each time the spell prevents one of the two targets from attacking the other, the attacking target takes 1d4 points of damage plus your Charisma bonus.

MELD INTO STONE

School transmutation [earth]; Classes cleric/oracle, druid

CASTING	Stand and and and and and and and and and
Casting Time 1 standard action Components V, S, DF	In
EFFECT	101 22
Range personal Target you Duration 10 min./level	6
DESCRIPTION	1 and and

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying. *Stone to flesh* expels you and deals you 5d6 points of damage. *Stone shape* deals 3d6 points of damage but does not expel you. *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *passwall* expels you without damage.

Diminished Effects The spell's duration is reduced to 1 minute/level and the surface of the stone where you entered is discolored in a shape roughly equal to yours.

Heightened Effects You can move at a speed of 5 feet through the stone. Any time before the duration expires, you can step out through any surface of the stone. If the spell's duration expires or the effect is dispelled while you are within 10 feet from any surface of the stone, you are violently expelled to the nearest surface and take 5d6 points of damage. If the spell's duration expires or the effect is dispelled while you are more than 10 feet from any surface of the stone, you are instantly slain unless you make a DC 18 Fortitude save. Even if you make your save, you are expelled to the nearest surface and take 5d6 points of damage.

MONSTROUS PHYSIQUE

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

CASTING	INF. B
Casting Time 1 standard action	
Components V, S, M (a piece of the creature who:	se form
you plan to assume)	11.1.1
EFFECT	
Range personal	
Target you	
Duration 1 minute/level (D)	1. 1.
DESCRIPTION	4

When you cast this spell, you can assume the form of any Small or Medium creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent. If the form you assume has the aquatic subtype, you gain the aquatic and amphibious subtypes.

Small monstrous humanoid: If the form you take is that of a Small monstrous humanoid, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium monstrous humanoid: If the form you take is that of a Medium monstrous humanoid, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

- Diminished Effects The spell's duration is reduced to 1 round/level, and you can only assume the form of a Small creature of the monstrous humanoid type.
- Heightened Effects You can assume the form of a Diminutive or Huge creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, blood frenzy, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, sound mimicry, speak with sharks, trample, trip, and web. If the creature has the undersized weapons special quality, you gain that quality.

Diminutive monstrous humanoid: If the form you take is that of a Diminutive monstrous humanoid, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

Huge monstrous humanoid: If the form you take is that of a Huge monstrous humanoid, you gain a +6 size bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus. Caution! Spells Merge! This spell combines the effects of the following spells: monstrous physique I and monstrous physique II.

N

NAP STACK

School necromancy; Classes cleric/oracle
CASTING
Casting Time 1 minute Components V, S, M (a little silk pillow worth 100 gp)
FFECT
Range 30 ft.
Area 30-ftradius emanation
Duration 8 hours
Saving Throw Will negates (harmless); Spell Resistance
ves (harmless)
DESCRIPTION

You reduce the amount of uninterrupted sleep or rest creatures within the spell's area need in order to recover from injuries, regain spells, or other special abilities to 2 hours instead of the normal eight. In addition, if creatures continue to sleep or rest beyond the initial 2 hours, every additional 2 hours counts as a day of rest for the purpose of recovering hit points, ability damage, as well as for enduring diseases, poisons, or other afflictions. This means 8 total hours of sleep counts as 4 days for natural healing and for saving throws as diseases or similar afflictions run their course. When suffering from diseases, poison, or other afflictions, sleepers experience vivid dreams that help them track their recovery. If things go poorly they can, at any time, wake themselves up in order to seek a better alternative. If awoken or otherwise disturbed during this 8-hour period, creatures may return to sleep but they no longer enjoy the benefits of the accelerated recovery time. Creatures can only enjoy the benefits of this spell once in any 1-week period.
- **Diminished Effects** The spell's area is reduced to a 15-foot-radius emanation and its duration is reduced to 4 hours. Creatures can only enjoy the benefits of the spell once in any 2-week period.
- Heightened Effects You reduce the amount of uninterrupted sleep or rest creatures within the spell's area need in order to recover from injuries, regain spells, or other special abilities to 1 hour instead of the normal eight. In addition, if creatures continue to sleep or rest beyond the initial 1 hour, every additional 1 hour counts as a day of rest for the purpose of recovering hit points, ability damage, as well as for enduring diseases, poisons, or other afflictions. This means 8 total hours of sleep counts as 8 days for natural healing and for saving throws as diseases or similar afflictions run their course. Creatures can only enjoy the benefits of this spell once in any 1-month period.

NATURE'S EXILE

School transmutation; Classes druid, witch
CASTING
Casting Time 1 standard action Component V, S, DF
EFFECT
Range touch
Target creature touched
Duration permanent
Saving Throw Will negates; Spell Resistance yes
DESCRIPTION

This spell curses the creature touched, making it inimical to the natural world. All animals have an initial attitude of hostile toward the target. Familiars, being magical beasts, are not affected by this spell, but animal companions are. If you have an animal companion, it does not become hostile, but as long as you remain cursed, your animal companion takes a –2 penalty on all attack rolls, skill checks, and saving throws. The target also takes a –10 penalty on Survival skill checks as the weather and environment themselves seem to conspire to cause trouble.

Nature's exile can be removed with break enchantment, limited wish, miracle, remove curse, or wish.

- Diminished Effects The spell's duration is reduced to 1 hour/level.
- Heightened Effects If the target has an animal companion, the animal companion takes a –3 penalty on all attack rolls, skill checks, and saving throws. The target also takes a –15 penalty on Survival skill checks.

NEUTRALIZE POISON

School conjuration (healing); Classes druid, ranger

CASTING		
Casting Time 1	standard action	
Components V,	S, M/DF (charcoal)	
EFFECT	•	No.

Range touch

Target creature or object of up to 1 cu. ft./level touched Duration instantaneous or 10 min./level; see text Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

DESCRIPTION

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

Diminished Effects Your caster level check suffers a –3 penalty. Heightened Effects The spell also reverses instantaneous effects inflicted by poisons within the last hour.

NONDETECTION

School abjuration; **Classes** alchemist, antipaladin, inquisitor, sorcerer/wizard, summoner; **Domains** trickery

CASTING

Casting Time 1 standard action Components V, S, M (diamond dust worth 50 gp) EFFECT

Range touch

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

The warded creature or object becomes difficult to detect by divination spells such as

clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

- Diminished Effects The spell's target becomes object touched. It cannot affect Creatures
- Heightened Effects The spell's target becomes creatures or objects touched, and you divide the duration into 1-hour increments among the creatures or objects touched.

Caution! Spells Merge! This spell combines the effects of the following spells: *nondetection* and *communal nondetection*.

OBSCURE OBJECT

School abjuration; Classes cleric/oracle, inquisitor	
CASTING	Re a
Casting Time 1 standard action Components V, S, M/DF (chameleon skin)	
EFFECT	16.
Range touch Target one object touched of up to 100 lbs./level Duration 8 hours (D) Saving Throw Will negates (object); Spell Resistance ves (object)	R R R
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.

OBSIDIAN FLOW

School transmutation [earth, fire]; Classes summoner CASTING

Casting Time 1 standard action Components V, S, M/DF (a small piece of obsidian) EFFECT

Range close (25 ft. + 5 ft./2 levels) Area 20-ft.-radius burst Duration instantaneous Saving Throw Reflex partial, see text; Spell Resistance no

DESCRIPTION

You convert a thin layer of the ground to molten glass that cools quickly. Creatures in the area take 1d6 points of fire damage per two caster levels (maximum of 10d6) and become entangled. Any creature within the area that makes a successful Reflex save takes half damage and is not entangled. An entangled creature can attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (the DC equals the spell's saving throw DC).

The ground is covered with slippery expanses and sharp shards of obsidian. The area of effect is difficult terrain, and the DC of Acrobatics checks within the area of effect increases by 5. A successful DC 15 Acrobatics check is required to run or charge across the area. A creature that falls prone in the area takes 1d6 points of damage from sharp obsidian.

- Diminished Effects The spell's area is reduced to a 10-foot-radius burst. Creatures in the area take 1d6 points of fire damage per two caster levels (maximum of 5d6) and become entangled.
- Heightened Effects Creatures in the area who fail their Reflex save must make a second Reflex save or catch on fire.

OVERWHELMING GRIEF

School enchantment (compulsion) [emotion, mindaffecting]; Classes bard 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 Saving Throw Will negates (see text); Spell Resistance yes DESCRIPTION

You cause a single opponent to become profoundly stricken with intense grief. He can take no actions, takes a -2 penalty to Armor Class, and loses his Dexterity bonus (if any). He can attempt a new save each round to break the spell's effect.

- Diminished Effects The spell's duration is reduced to 1 round.
- Heightened Effects The spell affects all creatures in a 10-foot-radius burst from the target creature.

P

PELLET BLAST

School conjuration (creation); Classes sorcerer/wizard, summoner CASTING Casting time 1 standard action Components V, S, M (a handful of metal pellets or handful of cold iron, silver, or adamantine pellets; see descriptions for cost) EFFECT Range 30 ft. Area cone-shaped burst Duration instantaneous Saving throw Reflex half; Spell Resistance no

DESCRIPTION

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two

caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

- Diminished Effects The spell only deals 1d6 points of piercing damage per two caster levels, maximum 5d6.
- Heightened Effects In addition to dealing damage, the pellets can be used to make a bull rush attempt against all creatures in the area of effect. You CMB for this bull rush is equal to your caster level plus your Intelligence or Charisma modifier, whichever is highest. This bull does not provoke an attack of opportunity.

PHANTOM CHARIOT

School conjuration (creation); Classes sorcerer/wizard CASTING Casting Time 10 minutes

Components V, S

Range 0 ft. Effect one quasi-real chariot and draft team Duration 1 hour/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

You conjure a quasi-real medium chariot with two horse-like creatures in a team to pull it. (The exact description can be customized as you wish.) The chariot has all the normal qualities of a medium chariot. You or a person you designate while casting the spell must drive the chariot, which can carry up to four passengers (including the driver). The team and chariot make no sound and the team does not fight, although the driver can use the chariot like any normal chariot.

The chariot and team are essentially a single entity with an AC of 17 (-2 size, +5 natural armor, +4 Dex), and 10 hit points + 2 hit points per caster level

(maximum 40). If the entity loses all its hit points, it disappears, possibly subjecting all aboard to a crash (treat as wrecked).

The entity gains certain powers according to caster level. An entity's abilities include those of entities of lower caster levels.

8th Level: The entity can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The entity can use water walk at will (as the spell, no action required to activate this ability).

12th Level: The entity can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

Diminished Effects You conjure a quasireal light chariot with one horse-like creature to pull it. (The exact description can be customized as you wish.) The chariot has all the normal qualities of a light chariot. You or a person you designate while casting the spell must drive the chariot, which can carry up to two passengers (including the driver). The chariot and team have an AC of 16 (–1 size, +4 natural armor, +3 Dex), and 10 hit points + 2 hit points per caster level (maximum 30). The entity cannot gain the ability to use *air walk* at will.

Heightened Effects You conjure a quasireal heavy chariot with four horse-like creatures in a team to pull it. (The exact description can be customized as you wish.) The chariot has all the normal qualities of a heavy chariot. You or a person you designate while casting the spell must drive the chariot, which can carry up to six passengers (including the driver). The chariot and team have an AC of 19 (-2 size, +6 natural armor, +5 Dex), and 10 hit points + 2 hit points per caster level (maximum 50). In addition, the entity gains the following ability at caster level 14th: The entity can fly at its speed with a bonus on Fly skill checks equal to your caster level.

PHANTOM DRIVER

School conjuration (creation); Classes bard, sorcerer/wizard

CASTING

Casting Time 10 minutes Components V, S EFFECT Range 10 ft.

Effect one quasi-real, humanlike creature Duration 1 hour/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

You conjure a Small or Medium, quasi-real, humanlike creature (the exact physical features can be customized as you wish). This creation can drive any vehicle you command it to. This phantom creature does not fight, and while animals that power a muscle-propelled vehicle driven by the creature do respond to its commands, animals otherwise shun the creature and refuse to attack it.

The rider has an AC of 20 (+1 size, +4 natural armor, +5 Dex) if it is a Small creature or an AC of 19 (+4 natural armor, +5 Dexterity) if it is a Medium creature. It has 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom driver disappears. A phantom driver has a land speed of 30 feet, and makes all driver skill checks (no matter what skills are needed to drive the vehicle) as your caster level + your Intelligence modifier.

- Diminished Effects The spell's duration is reduced to 10 minutes per caster level.
- Heightened Effects The rider has an AC of 22 (+1 size, +4 natural armor, +7 Dex) if it is a Small creature or an AC of 21 (+4 natural armor, +7 Dex) if it is a Medium creature. It has 9 hit points + 3 hit points per two caster levels.

PHANTOM STEED

School conjuration (creation); Classes bard, magus, sorcerer/wizard

CASTING Casting Time 10 minutes Components V, S

EFFECT Range 0 ft. Effect one quasi-real, horse-like creature Duration 1 hour/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

You conjure a Large, quasi-real, horse-like creature (the exact coloration can be customized as you wish). It can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount is AC 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

12th Level: The mount can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground. 14th Level: The mount can fly at its speed with a bonus on Fly skill checks equal to your caster level.

- Diminished Effects The steed does gain the ability to fly at caster level 14th.
- Heightened Effects You can summon up to six steeds, and you divide the duration in 1-hour intervals among the steeds summoned.
- Caution! Spells Merge! This spell combines the effects of the following spells: phantom steed and communal phantom steed.

PLANT GROWTH

School transmutation; Classes druid, ranger; Domains plant

Casting Time 1 standard action Components V, S, DF

EFFECT

CASTING

Range see text Target or Area see text Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as *entangle* or *wall of thorns*, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of *plant growth*.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not affected.

Enrichment: This effect targets plants within a range of a half-mile, raising their potential productivity over the course of the next year to one-third above normal.

Plant growth counters diminish plants.

This spell has no effect on plant creatures.

- Diminished Effects The overgrowth version's range is reduced to medium (100 ft. + 10 ft./level), and the enrichment version targets all normal plants within a range of 1/4 mile.
 - Heightened Effects Plant creatures in the spell's area gain fast healing 2 for 10 minutes per caster level. If the plant creature already has fast healing, its rate of healing increases by 2.

POISON

School necromancy [poison]; Classes druid CASTING

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

EFFECT

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

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. **Diminished Effects** The poison deals 1d3 points of Strength or Dexterity damage per round for 6 rounds. You must choose the ability damage type when you cast the spell.

Heightened Effects The poison deals one of the following amounts of ability damage per round for six rounds: 1d6 Strength damage, 1d6 Dexterity damage, 1d4 Constitution damage, 1d6 Intelligence damage, 1d6 Wisdom damage, or 1d8 Charisma damage. You must choose the ability damage type when you cast the spell.

PRAYER

School enchantment (compulsion) [mind-affecting]; **Classes** cleric/oracle, inquisitor, paladin; **Domains** archon (good, law), community, leadership

CASTING

Casting Time 1 standard action Components V, S, DF

Range 40 ft.

Area all allies and foes within a 40-ft.-radius burst centered on you Duration 1 round/level Saving Throw none; Spell Resistance yes DESCRIPTION

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls.

- Diminished Effects The spell's range and area is reduced to a 20-foot-radius burst, and enemies may attempt a will save to ignore the spell's effect.
- Heightened Effects You and each of your allies gain a +2 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -2 penalty on such rolls.

PROTECTION FROM ENERGY

School abjuration; **Classes** alchemist, cleric/oracle, druid, inquisitor, sorcerer/wizard, summoner; **Domains** luck, protection

CASTING 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 10th 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.
 - **Caution! Spells Merge!** This spell combines the effects of the following spells: *protection from energy* and *communal protection from energy*.

PUP SHAPE

CASTING

School transmutation (polymorph); **Classes** druid, sorcerer/wizard, witch

Casting Time 1 standard action Component V, S, M (a rag doll) EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one animal or magical beast. Duration 1 round/level Saving Throw Fortitude negates (and Will special, see text); Spell Resistance yes DESCRIPTION

You transform the subject animal into a Small magical beast, creating a young magical version of itself for a short period of time. While in this form, the target has only 1 HD (maximum hit points), and the target takes a –4 penalty to Strength, Constitution, Intelligence and Wisdom (minimum 1). The creature also gains a +4 size bonus to Dexterity and a +2 natural bonus.

Any nonevil creature that attempts to attack a creature in this form must succeed at a Will saving throw (using the DC of the spell) to overcome feelings of guilt and protectiveness toward the young and innocent-seeming creature. On a failed saving throw, it cannot follow through with the attack, that part of the action is lost, and it can't directly attack the transformed creature for the duration of the spell or until the spell's target attacks it. This part of the spell is a mind-affecting effect. Evil creatures have no qualms about attacking the target of this spell, in fact, some particularly heinous creatures might go out of their ways to do the target harm.

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

Heightened Effects Even evil creatures must succeed at a Will saving throw to attack the target of the spell.

PURGING FINALE [ERRATA]

School conjuration (healing); Classes bard 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 (harmless); Spell Resistance yes (harmless) DESCRIPTION

You must have a bardic performance in effect to cast this spell. With a flourish, you immediately end your bardic performance, removing one of the following conditions on a creature within range affected by your bardic performance: cowering, dazzled, exhausted, paralyzed, shaken, or stunned.

- Diminished Effects You may only use the spell remove one of the following conditions from the spell's target: dazzled, fatigued, shaken, or stunned.
- Heightened Effects The spell's range becomes 10 feet and its effect becomes a 10-foot-radius burst centered on you. By ending your bardic performance, you removing one of the following conditions on all creatures within the area of the burst affected by your bardic performance: cowering, dazzled, exhausted, paralyzed, shaken, or stunned. The same condition must be removed from all affected creatures.

QUENCH

School transmutation; Classes druid CASTING Casting Time 1 standard action Components V, S, DF EFFECT Range medium (100 ft. + 10 ft./level) Area or Target one 20-ft. cube/level (S) or or

Area or Target one 20-ft. cube/level (S) or one firebased magic item Duration instantaneous Saving Throw none or Will negates (object); Spell Resistance no or yes (object)

DESCRIPTION

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each creature with the fire subtype within the area of a *quench* spell takes 1d6 points of damage per caster level (maximum 1od6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. Artifacts are immune to this effect.

- Diminished Effects The spell's area is reduced to one 20-foot cube, and each creature with the fire subtype within the area of the spell may attempt a Fortitude save to reduce the damage by half.
- Heightened Effects Each creature with the fire subtype (and not the extraplanar subtype) within the area of the spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed).
 - Creatures with the extraplanar and fire subtypes within the area of the spell must

make Will saves. If they fail the Will save, they take no damage but are forced back to their proper plane. If they succeed on the Will save, they remain on this plane but take the same damage as creatures with the fire subtype (and not the extraplanar subtype).

RAGE

R

School enchantment (compulsion) [emotion, mindaffecting]; Classes alchemist, sorcerer/wizard, summoner, witch; Domain demon (chaos, evil), destruction, ferocity, madness; Bloodlines abyssal 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.

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RAIN OF FROGS

J

School conjuration (summoning); Classes bard, druid, sorcerer/wizard, summoner, witch

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 poisonous frogs Duration concentration + 2 rounds Saving Throw none; Spell Resistance no DESCRIPTION

You summon a swarm of poisonous frogs (see below), 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 swarm's poison special attack deals Dexterity damage instead of Constitution damage.

Heightened Effects The summoned swarm has maximum hit points and lasts for 1d6+2 rounds after you are done concentrating.



POISONOUS FROG SWARM (CR 4)

XP 1,200

N Diminutive animal (swarm) Init +4; Senses low-light vision, tremorsense 30 ft.; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size) hp 31 (9d8–9) Fort +5, Ref +10, Will +3

Defensive Abilities swarm traits; Immune weapon damage

OFFENSE

Speed 30 ft., climb 30 ft. Melee swarm (2d6 plus poison) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 13), poison STATISTICS

Str 1, Dex 19, Con 8, Int 1, Wis 10, Cha 2 Base Atk +6; CMB —; CMD — Feats Weapon Finesse^B Skills Climb +12, Perception +4; Racial Modifiers +4 Perception SPECIAL ABILITIES

Poison (Ex) Injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

RAY OF EXHAUSTION

School necromancy; Classes magus, sorcerer/wizard, witch; Bloodlines accursed

CASTING Casting Time 1 standard action Components V, S, M (a drop of sweat)

EFFECT

Range close (25 ft. + 5 ft./2 levels) Effect ray Duration 1 min./level Saving Throw Fortitude partial; see text; Spell Resistance yes DESCRIPTION

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

- Diminished Effects The spell duration is reduced to 1 round per caster level.
- Heightened Effects You gain a +2 competence bonus on your ranged touch attack roll.

RECKLESS INFATUATION

School enchantment (compulsion) [emotion, mindaffecting]; 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 day/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

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.

REDUCE ANIMAL

School transmutation; Classes ranger	
CASTING	YE!
Casting Time 1 standard action Components V, S	0
EFFECT .	1
Range touch	1
Target one willing animal of Small, Medium, Lar Huge size Duration 1 hour/level (D) Saving Throw none; Spell Resistance no.	ge, or
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).

REDUCE PERSON, MASS

School transmutation; Classes summoner
CASTING
Casting Time 1 round
Components V, S, M (a pinch of powdered iron)
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature/level, no two of whic
can be more than 30 ft. apart
Duration 1 min./level (D)
Saving Throw Fortitude negates; Spell Resistance y
DESCRIPTION

This spell causes instant diminution of humanoid creatures, halving their height, length, and width and dividing its weight by 8. This decrease changes the creatures' size category to the next smaller one. The targets gain a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a

+1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of o feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any *reduced* item that leaves the *reduced* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack.

- Diminished Effects The spell's duration is reduced to 1 round/level.
- Heightened Effects The spell's casting time is reduced to 1 standard action and its range is increased to medium (100 ft. + 10 ft./level).

REMOVE BLINDNESS/DEAFNESS

School conjuration (healing); Classes alchemist, cleric/oracle, paladin, witch; Domains purity CASTING

Casting Time 1 standard action Components V, S

EFFECT

Range touch

Target creature touched Duration instantaneous Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels *blindness/deafness*.

 Diminished Effects The blindness or deafness is not healed, it is only suppressed for 1 hour per caster level.

• Heightened Effects The spell cures both blindness and deafness.

REMOVE CURSE

School abjuration; **Classes** bard, cleric/oracle, inquisitor, paladin, witch; **Domains** liberation

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

Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. Remove *curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

- Diminished Effects The curse is not removed, it is only suppressed for one hour per caster level.
- Heightened Effects You gain +5 bonus on your caster level checks.

REMOVE DISEASE

School conjuration (healing); **Classes** alchemist, cleric/oracle, inquisitor, druid, ranger, witch

CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target creature touched Duration instantaneous Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

- Diminished Effects The disease is not removed, it is only suppressed for one hour per caster level.
 - Heightened Effects The spell also heals 1d4 points of ability damage per caster level (maximum 5d4) caused by disease.

REPEL VERMIN

School abjuration [pain]; Classes ranger CASTING Casting Time 1 standard action Components V, S, DF

EFFECT

Range 10 ft. Area 10-ft.-radius emanation centered on you Duration 10 min./level (D) Saving Throw none or Will negates; see text; Spell Resistance yes DESCRIPTION

An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier.

A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

> **Diminished Effects** A vermin with HD of one-fourth your level or more can penetrate the barrier of it succeeds on a Will save.

Heightened Effects In addition to taking damage, vermin crossing the barrier gain a negative level while in the area of the spell. This may reduce the vermin to a level where it can be repelled by the spell effect.

RESINOUS SKIN

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

CASTING Casting Time 1 standard action Components V, S EFFECT Range personal Target you Duration 10 minutes/level

Saving Throw see text; Spell Resistance no

DESCRIPTION

You coat your body with a resinous substance, protecting you from attacks and binding weapons that strike you. You gain DR 5/piercing, as well as a +4 circumstance bonus to your CMD against disarm attempts and on saving throws against effects that cause you to drop something you are holding. Additionally, you gain a +2 circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple, and pin a foe. Any enemy you grapple takes a -2 penalty on attempts to break the grapple and to escape the grapple using Escape Artist. Any weapon that strikes you becomes stuck unless its wielder succeeds at a Reflex saving throw. Such a weapon can be pulled free of you only with a successful Strength check (DC = your saving throw DC for this spell). This spell has no effect on unarmed strikes or natural weapons.

> Diminished Effects. You gain DR 2/piercing, as well as a +2 circumstance bonus to your CMD against disarm attempts and on saving throws against effects that cause you to drop something you are holding. Additionally, you gain a +1 circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple, and pin a foe. Any enemy you grapple takes a –1 penalty on attempts to break the grapple and to escape the grapple using Escape Artist.

Heightened Effects You gain DR 5/magic, as well as a +6 circumstance bonus to your CMD against disarm attempts and on saving throws against effects that cause you to drop something you are holding. Additionally, you gain a +3 circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple, and pin a foe. Any enemy you grapple takes a – 3 penalty on attempts to break the grapple and to escape the grapple using Escape Artist.

RESTORATION

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

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.

Caution! Spells Merge! This spell combines the effects of the following spells: lesser restoration and restoration.

RESTORE EIDOLON

School conjuration (healing); Classes summoner CASTING Casting Time 3 rounds Components V, S EFFECT Range touch Target eidolon touched Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

This spell functions as *restoration*, except it only affects an eidolon.

Caution! Spells Merge! This spell combines the effects of the following spells: lesser restore eidolon and restore eidolon.

RETRIBUTION

School necromancy [evil; pain]; Classes inquisitor CASTING Casting Time 1 standard action Components V EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature who has just struck you with an attack Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance yes DESCRIPTION

Retribution blasts those who have the temerity to assault your person. You may target anyone who has just struck you with an attack within the previous round, whether with a melee, ranged, or natural weapon, or a spell that requires an attack roll. The target is wracked with shooting pains that impose a -4 penalty on attack rolls, skills checks, and ability checks. On a successful Fortitude save, the penalty only lasts for 1 round. A target who worships the same god as you takes a -2 penalty on its saving throw.

Diminished Effects The target is wracked with shooting pains that impose a -2 penalty on attack rolls, skills checks, and ability checks. On a successful Fortitude save, the penalty is negated.

Heightened Effects The target does not receive a Fortitude save, but you must still overcome its spell resistance.

REVIVING FINALE

School conjuration (healing); Classes bard

CASTING

Casting Time 1 swift action Components V, S

EFFECT

Range 20 ft.

Area a 20-ft.-radius burst centered on you Duration instantaneous Saving Throw Will half (harmless); Spell Resistance yes (harmless)

DESCRIPTION

You must have a bardic performance in effect to cast this spell. With a flourish, you immediately end your bardic performance, and allies within the area of the spell regain 2d6 hit points. This spell has no effect on undead creatures.

- Diminished Effects Allies within the area of the spell only regain 1d6 hit points.
- Heightened Effects Allies within the area of the spell only regain 3d6 hit points.

S

SACRED BOND

School conjuration (healing); Classes cleric/oracle

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).

SANCTIFY ARMOR

School abjuration [good]; Classes paladin

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

You imbue your armor with a righteous aura. It gains a +1 enhancement bonus per four caster levels (maximum +5 at 20th level). When using your judgment or smite ability, you gain DR 5/evil.

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 is reduced to 1 round per caster level, and your armor is only imbued with a +1 enhancement bonus.

Heightened Effects The spell's duration increased to 1 hour per caster level, and you may imbue any suit of armor, not just one you are wearing.

SANDS OF TIME

School necromancy; Classes cleric/oracle, sorcerer/wizard, witch

Casting Time 1 standard action Components V, S EFFECT

Range touch Target touched creature or object Duration 10 minutes/level or instantaneous (see text) Saving Throw none; Spell Resistance yes DESCRIPTION

You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category. A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell.

If you cast this on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level (maximum +15) as time weathers and corrodes it. This version of the spell has an instantaneous duration.

- Diminished Effects The spell's duration is reduced to 1 minute per caster level. If you cast it on an object, construct, or undead creature, it takes 2d6 points of damage + 1 point per caster level (maximum +10).
 - Heightened Effects The target is advanced two age categories. A creature cannot be aged beyond venerable. A creature whose age is unknown is treated as if the spell advances it to old age. If you cast it on an object, construct, or undead creature, it takes 4d6 points of damage + 1 point per caster level (maximum +20).

SCREECH

CASTING	20100
Casting Time 1 standard action	
Components V	1
EFFECT	1 69 7 1
Range 30 ft.	
Area 30-ftradius spread centered on y	rou
Duration instantaneous	110.5
Saving Throw Fortitude negates; Spell	Resistance yes
DESCRIPTION	The Area
	Contraction of the second s

You emit a shrill, piercing shriek, startling those around you into dropping their guard. Enemies in the area must make a successful saving throw or immediately provoke attacks of opportunity from foes that threaten them. You and your allies are unaffected by your own *screech*.

Diminished Effects The spell's range and area are reduced to a 15-foot-radius spread centered on you. Heightened Effects In addition to provoking attacks of opportunity, enemies who fail their saving throws are also stunned for 1 round.

SCRYING

School divination (scrying); Classes bard CASTING Casting Time 1 hour Components V, S, M/DF (a pool of water), F (a silver mirror worth 1,000 gp)

EFFECT

Range see text Effect magical sensor Duration 1 min./level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10
*You must have some sort of connection (see below) you have no knowledge.	to a creature of which

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Diminished Effects If the save fails, you can see or hear (your choice) the subject and its surroundings (approximately 10 feet in all directions of the subject). The following spells have a 5% chance per two caster levels of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

Heightened Effects All of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

SCULPT SOUND

CASTING	331
Casting Time 1 standard Components V, S	action
EFFECT	1 Aller
Range close (25 ft. + 5 ft.)	/2 levels)
Targets one creature or o	object/level, no two of which
can be more than 30 ft. a	part
Duration 1 hour/level (D)	
Saving Throw Will negate	es (object); Spell Resistance
yes (object)	
DESCRIPTION	A. // 017838
18 11 18 1 1904 BAC	and the fact is the second state

You can change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

- Diminished Effects The spell's range becomes touch, and its target becomes one creature.
- Heightened Effects The spell's range becomes medium (100 ft. + 10 ft./level).

SEARING LIGHT

School evocation; Classes cleric/oracle, inquisitor; Domain glory, sun

CASTING

Casting Time 1 standard action Components V, S EFFECT

Range medium (100 ft. + 10 ft./level) Effect ray Duration instantaneous Saving Throw none; Spell Resistance yes DESCRIPTION

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 1od6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 1od8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

> Diminished Effects A creature struck by this ray of light takes 1d6 points of damage per two caster levels (maximum 5d6). An undead creature takes 1d4 points of damage per caster level (maximum 1od4), and an undead creature particularly vulnerable to bright light takes 1d6 points of damage per caster level (maximum 1od6). A construct or inanimate object takes only 1d4 points of damage per two caster levels (maximum 5d4).

Heightened Effects A creature struck by this ray of light takes 1d10 points of damage per two caster levels (maximum 5d10). An undead creature takes 1d8 points of damage per caster level (maximum 10d8), and an undead creature particularly vulnerable to bright light takes 1d10 points of damage per caster level (maximum 10d10). A construct or inanimate object takes only 1d8 points of damage per two caster levels (maximum 5d8).

SECRET PAGE

School transmutation; Classes bard, sorcerer/wizard

CASTING Casting Time 10 minutes Components V, S, M (powdered herring scales and a vial of will-o'-wisp essence) EFFECT Range touch Target page touched, up to 3 sq. ft. in size

Duration permanent Saving Throw none; Spell Resistance no

DESCRIPTION

Secret page alters the contents of a page so that it appears to be something entirely different. The text of a spell can be changed to show another spell of equal or lower level known by the caster. This spell cannot be used to change a spell contained on a scroll, but it can be used to hide a scroll. *Explosive* runes or sepia snake sigil can be cast upon the secret page.

A comprehend languages spell alone cannot reveal a secret page's contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its secret page form at will. You can also remove the spell by double repetition of the special word. A detect magic spell reveals dim magic on the page in question but does not reveal its true contents. True seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with comprehend languages. A secret

page spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

- **Diminished Effects** The spell's duration becomes 1 day per caster level.
- Heightened Effects The spell's casting time is reduced to 1 minute.

SEE INVISIBILITY

School divination; Classes bard

CASTING Casting Time 1 standard action Components V, S, M (talc and powdered silver)

EFFECT 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.

SEEK THOUGHTS [ERRATA]

Spells Merge! Seek thoughts has been incorporated into detect thoughts.

SEPIA SNAKE SIGIL

School conjuration (creation) [force]; **Classes** bard, sorcerer/wizard, witch

CASTING

Casting Time 10 minutes Components V, S, M (powdered amber worth 500 gp and a snake scale) EFFECT

Range touch

 Target one touched book or written work

 Duration permanent or until discharged; until released or 1d4 days + 1 day/level; see text

 Saving Throw Reflex negates; Spell Resistance no

 DESCRIPTION

You cause a small symbol to appear in the text of a written work. The text containing the symbol must be at least 25 words long. When anyone reads the text containing the symbol, the *sepia snake sigil* springs into being, transforming into a large sepia serpent that strikes at the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + 1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends. The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

Diminished Effects The spell's duration becomes 1 day per caster level, after which it fades away without further effect. If the target fails its save, it is immobilized until released, either at your command or when 1d4 hours + 1 day per caster level have elapsed.

Heightened Effects You can set the *sepia* snake sigil to be activated by specific creatures that you select. Such creatures can be general by subtype ("any dwarf") or specific ("that smelly, good-for-nothin' dwarf, Bob").

SHARE SENSES

School divination (scrying); Classes witch CASTING Casting Time 1 full round Components V, S, M (a hair, scale, or feather from your familiar) EFFECT Range long (400 ft. + 40 ft./level) Target your familiar

Duration 1 minute/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

Spending a moment in meditation and conjuring an image of the creature to mind, you reshape your link with your familiar, causing it to functions like a scrying sensor. Upon casting this spell you can hear, see, or smell (any one, your choice) what your familiar is experiencing. You gain the benefits of any nonmagical special abilities your familiar has tied to the chosen sense (such as low-light vision or scent), but use your own Perception skill. You don't need line of sight or line of effect to your familiar, but you must have an active empathic link. You may change the sense you are sharing as a standard action. Unlike other scrying spells, share senses does not allow magically or supernaturally enhanced senses to work through it, and you are unable to see in magical or natural darkness unless your familiar possesses the ability to see in such conditions.

The sensory link with your familiar can be detected as though it were a scrying sensor.

- Diminished Effects The spell's range becomes medium (100 ft. + 10 ft./level), and its duration becomes 1 round per caster level.
- Heightened Effects You may use two of your familiar's senses (hearing, sight, or smell) at one time. You may change one sense you are sharing as a standard action.

SHIFTING SAND

School transmutation [earth]; Classes druid, sorcerer/wizard

Casting Time 1 standard action **Components** V, S, M (a handful of sand)

EFFECT

Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread Duration 1 round/level (D) Saving Throw Reflex negates; see text; Spell Resistance no

DESCRIPTION

You cause an earthen or sandy surface to shift and churn within the area. The *shifting sand* obliterates tracks and is considered difficult terrain. Acrobatics checks in the area take a penalty equal to your caster level (maximum –10). Creatures entering or beginning their turn in the *shifting sand* must make a Reflex save each round or become entangled until the beginning of their next turn. If they attempt to move while entangled, they must make a second Reflex save or fall prone. Creatures with the Compendium Arcanum Volume 4: 3rd Level Spells

stability racial trait (like dwarves) may apply it as a bonus on their saving throws.

As a move action, you may move the area of shifting sand up to 10 feet in any direction. Creatures that are entangled or prone in the spell's area are carried along with the *shifting sand* in the same direction if possible. This movement does not provoke attacks of opportunity. Unattended Medium or smaller objects may also be carried along or shallowly buried by the *shifting sand*.

- Diminished Effects The spell's range becomes close (25 ft. + 5 ft./2 levels), and its area becomes a 10-foot-radius spread. In addition, the area of shifting sand is stationary and cannot be moved.
 - **Heightened Effects** The spell's area becomes a 40-foot-radius spread, and Acrobatics checks in the area take a penalty equal to your caster level (maximum –15).

SHRINK ITEM

School transmutation; Classes sorcerer/wizard

Casting Time 1 standard action Components V, S EFFECT Range touch Target one touched object of up to 2 cu. ft./level Duration 1 day/level; see text

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

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a cloth-like one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

- Diminished Effects The spell's duration becomes 1 hour per caster level.
- Heightened Effects The spell's target becomes one touched object of up to 4 cubic feet per caster level.

SLEET STORM

School conjuration (creation) [cold]; Classes druid, magus, sorcerer/wizard, witch

CASTING Casting Time 1 standard action Components V, S, M/DF (dust and water) EFFECT Range long (400 ft. + 40 ft./level) Area cylinder (40-ft. radius, 20 ft. high) Duration 1 round/level Saving Throw none; Spell Resistance no DESCRIPTION

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls.

The sleet extinguishes torches and small fires.

- Diminished Effects The spell's range is reduced to medium (100 ft. + 10 ft./level) and its area is reduced to a cylinder with a 20-foot radius, 10 feet high.
- Heightened Effects The sleet deals 2d6 points of cold damage each round to any creatures within the affected area. In addition, affected creatures must make a successful Fortitude save each round or become staggered for 1 round.

SLOW

School transmutation; Classes bard, magus, sorcerer/wizard

Casting Time 1 standard action Components V, S, M (a drop of molasses) EFFECT

Range close (25 ft. + 5 ft./2 levels) Targets one creature/level, no two of which can be more than 30 ft. apart Duration 1 round/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

- Diminished Effects The spell's target becomes one creature.
- Heightened Effects In addition to being staggered, affected creatures take a -2 penalty on attack rolls, AC, and Reflex saves.

SMUG NARCISSISM

School enchantment (compulsion) [emotion, mindaffecting]; Classes bard CASTING

Casting Time 1 standard action Components V, S, M (a tiny shard of a mirror) EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous or 10 minute/level (D)* Saving Throw Will negates; Spell Resistance yes DESCRIPTION

* The original source material lists two durations. No official correction is currently available, but it is likely that the second entry (10 minutes/level) is correct.

You cause your target to become overwhelmed by its own importance, talents, and attractiveness. The target cannot help but look at itself in every reflective surface at every possible opportunity. In social situations, the target always tries to comment about how attractive it is or how ugly someone else is by comparison. The target remains constantly distracted, always looking for a reflective surface to gaze upon (such as a mirror, pool of water, a polished shield, and so on). The distraction gives the target a -2 penalty on all skill checks. In combat, the target worries about enemies damaging its appearance, and focuses on defense rather than offense (casting defensive spells rather than offensive spells, using the fight defensively or total defense action, and so on).

Diminished Effects The spell's duration becomes 1 minute per caster level.

Heightened Effects The spell affects all creatures within a 10-foot-radius burst from the target creature, up to 1 creature per three caster levels. Creatures closest to the target creature are affected first.



SNARE

School transmutation; Classes druid CASTING Casting Time 3 rounds

Components V, S, DF

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 24th level). The DC for Perception, Escape Artist, and Strength checks is increased to 24.

SPEAK WITH ANIMALS

School divination; Classes bard	
CASTING	
Casting Time 1 standard action Components V, S	
EFFECT	and Ill she
Range personal Target you Duration 1 min./level	Co. A
DESCRIPTION	Barrow Content

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, 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.

SPEAK WITH DEAD

School necromancy [language-dependent]; **Classes** cleric/oracle, inquisitor, witch; **Domains** knowledge, repose

CASTING
Casting Time 10 minutes Components V, S, DF
EFFECT
Range 10 ft.
Target one dead creature
Duration 1 min./level
Saving Throw Will negates; see text; Spell Resistance
no
DESCRIPTION

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

- **Diminished Effects** The spell's duration becomes 1 round per caster level.
- Heightened Effects The spell functions normally as long as you have the dead creature's intact head. In addition, you may use this spell to affect an undead creature that has been destroyed. However, it can only answer questions up to its natural death.

SPEAK WITH PLANTS

School divination; Classes druid	
CASTING	
Casting Time 1 standard action Components V, S	
EFFECT	and the second second
Range personal Target you Duration 1 min./level	ANT. CONTRACTOR
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.

SPIKE GROWTH

School transmutation; Classes druid	S. Mi
CASTING	2826
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	112
DESCRIPTION	1.00
	12000

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.

SPIT VENOM

School transmutation [poison]; Classes druid, witch	
CASTING	and the
Casting Time 1 standard action Components V	
EFFECT	2.4
Range close (25 ft. + 5 ft./2 levels) Effect one stream of venom	
Duration instantaneous; see text	
Saving Throw Fortitude partial; Spell Resistance no	
DESCRIPTION	24
	1000

You spit a stream of venom at a target using a ranged touch attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by black adder venom; the DC in successive rounds of the poison is equal to the spell's DC.

- Diminished Effects The spell's range becomes 10 feet. The target must also save or be poisoned by medium spider venom.
- Heightened Effects The target must also save or be poisoned by wyvern poison.

STONE SHAPE

School transmutation [earth]; Classes cleric/oracle, druid; Domain artifice, earth CASTING

Casting Time 1 standard action Components V, S, M/DF (soft clay)

EFFECT Range touch

 Target stone or stone object touched, up to 10 cu. ft. + 1

 cu. ft./level

 Duration instantaneous

 Saving Throw none; Spell Resistance no

 DESCRIPTION

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

- Diminished Effects The spell's target becomes a stone or stone object no larger than 1 cu. ft. + 1 cu. ft. per two caster levels.
- Heightened Effects There is only a 10% chance that any shape that includes moving parts simply doesn't work.

STONESKIN

School abjuration; Classes summoner CASTING

Casting Time 1 standard action **Components** V, S, M (granite and diamond dust worth 250 gp)

EFFECT

Range touch Target creature touched Duration 10 min./level or until discharged Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

- Diminished Effects The spell's range becomes personal and its target becomes you.
- Heightened Effects The spell's target becomes creatures touched, and divide the duration in 10-minute intervals among the creatures touched.
- Caution! Spells Merge! This spell combines the effects of the following spells: stoneskin and communal stoneskin.

STRANGLING HAIR

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 concentration, up to 1 round/level Saving Throw none; Spell Resistance yes

DESCRIPTION

Your hair animates and extends to grapple and constrict an opponent. Make a grapple check against the target using your caster level as the base attack bonus plus a bonus equal to your Intelligence bonus (if a witch or wizard) or Charisma bonus (if a sorcerer). This grapple check does not provoke attacks of opportunity. If your hair succeeds in grappling a foe, that creature takes 1d6 points of damage or your unarmed strike damage, whichever is greater, and gains the grappled condition. Your hair receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that your hair succeeds on a grapple check, it deals an additional 1d6 points of damage. The CMD of your hair, for the purposes of escaping the grapple, is equal to 10 + its CMB.

Once you choose a target, your hair continues to attack that target independently of your own actions. You may designate a new target as a move action, which causes your hair to release its current target (if any) and attack the new target that round. Your hair cannot be targeted as a separate creature, but it can be dispelled.

Diminished Effects Each round that your hair succeeds on a grapple check, it only deals 1d4 points of damage or your unarmed strike damage, whichever is greater. In addition, your hair can be targeted as a separate creature. It has an AC equal to 10 + 1/2 your caster level and a number of hit points equal to your caster level. Heightened Effects Each round that your hair succeeds on a grapple check, it deals addition damage equal to your Intelligence bonus (if a witch or wizard) or Charisma bonus (if a sorcerer).

STRONG JAW

School transmutation; Classes ranger
CASTING
Casting Time 1 standard action Components V, S
EFFECT
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); Spel
Resistance yes (harmless)
DESCRIPTION
A CONTRACT OF A

Laying a hand upon an allied creature's jaw, claws, tentacles, or other natural weapons, you enhance the power of that creature's natural attacks. Each natural attack that creature makes deals damage as if the creature were two sizes larger than it actually is. If the creature is already Gargantuan or Colossal-sized, double the amount of damage dealt by each of its natural attacks instead. This spell does not actually change the creature's size; all of its statistics except the amount of damage dealt by its natural attacks remain unchanged.

- Diminished Effects Each natural attack that creature makes deals damage as if the creature were one size larger than it actually is. If the creature is already Colossal-sized, double the amount of damage dealt by each of its natural attacks instead.
- Heightened Effects Each natural attack that creature makes deals damage as if the creature were three sizes larger than it actually is. If the creature is already Huge, Gargantuan, or Colossal-sized, double the amount of damage dealt by each of its
 natural attacks instead.

SUGGESTION

School enchantment (compulsion) [languagedependent, mind-affecting]; Classes sorcerer/wizard, witch; Domains charm, devil (evil, law) 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.

SYMBOL OF HEALING

School conjuration (healing); Classes cleric/oracle

Casting Time 10 minutes Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 500 gp) EFFECT

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

This spell allows you to scribe a potent rune of power upon a surface. When triggered, all creatures within 60 feet of the *symbol of healing* instead are bathed in positive energy and heal 2d8 points + 1 point of damage per caster level (maximum +15). Undead and other creatures harmed by positive energy instead take 2d8 points of damage + 1 point per caster level (maximum +15); a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of healing are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 29 for symbol of healing.

Symbol of healing can be made permanent with a *permanency* spell by a caster of 12th level or higher for the cost of 10,000 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.

SIDEBAR: TRIGGERING A SYMBOL SPELL

A creature that enters the area while the symbol spell is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol spell is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol spell must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol spell ineffective, unless a creature removes the covering, in which case the symbol spell works normally.

As a default, a symbol spell is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol spell's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol spell to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol spell offensively; for instance, a touch-triggered symbol spell remains untriggered if an item bearing the symbol spell is used to touch a creature. Likewise, a symbol spell cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol spell can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a symbol spell, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again. Compendium Arcanum Volume 4: 3rd Level Spells

You also can attune any number of creatures to the symbol spell, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a symbol spell cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own symbols spell, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check (DC 10 + the symbol's spell level). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A symbol spell can be removed by a successful dispel niagic targeted solely on the rune. An erase spell has no effect on a symbol spell. Destruction of the surface where a symbol spell is inscribed destroys the symbol but also triggers it.

TERRIBLE REMORSE

School enchantment (compulsion) [emotion, mind-affecting]; **Classes** bard, inquisitor

CASTING

Casting Time 1 standard action Components V, S EFFECT

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

You fill a target with such profound remorse that it begins to harm itself. Each round, the target must save or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it is staggered for 1 round and takes a -2 penalty to Armor Class, after which the spell ends.

- Diminished Effects Each round, the target must save or deal 1d6 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, there is no additional effect.
- Heightened Effects Each round, the target must save or deal 1d10 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it is staggered for 1d4 rounds and takes a –3 penalty to Armor Class.

THORN BODY

School transmutation; Classes alchemist

CASTING	A.
Casting Time 1 standard action Components V, S, DF	1
EFFECT	CARDENT C
Range personal	
Target you	
Duration 1 round/level	A
DESCRIPTION	11 Same

This spell causes spines to grow from your exposed skin, damaging creatures that strike you. Any creature striking you with a melee weapon, an unarmed strike, or a natural weapon takes 1d6 points of piercing damage +1 point per caster level (maximum +15). Creatures using melee weapons with reach are unaffected by this spell. Creatures that successfully grapple you take 2d6 points of piercing damage +1 point per caster level (maximum +15). In addition, your natural attacks and unarmed strikes deal an additional 1d6 points of piercing damage.

Thorns created by this spell persist through any new physical shape or form you assume, such as via wildshape or any polymorph effect.

> Diminished Effects Any creature striking you with a melee weapon, an unarmed strike, or a natural weapon takes 1d4 points of piercing damage +1 point per

Compendium Arcanum Volume 4: 3rd Level Spells

caster level (maximum +10). Creatures using melee weapons with reach are unaffected by this spell. Creatures that successfully grapple you take 2d4 points of piercing damage +1 point per caster level (maximum +10). In addition, your natural attacks and unarmed strikes deal an additional 1d4 points of piercing damage.

Heightened Effects Any creature striking you with a melee weapon, an unarmed strike, or a natural weapon provokes an attack of opportunity from you. If the creature attacks you with a melee weapon, the attack of opportunity can be used to perform a disarm, steal, or sunder combat maneuver. If the creature attacks you with an unarmed strike or natural weapon, the attack of opportunity can be used to perform a drag, grapple, or trip combat maneuver. Combat maneuvers performed as part of this spell to not evoke attacks of opportunity.

THUNDERING DRUMS

School evocation [sonic]; Classes bard	
CASTING	1
Casting Time 1 standard action Components V, S	
EFFECT	11 .
Range 15 ft.	
Area cone-shaped burst	
Duration instantaneous	
Saving Throw Fortitude partial; Spell Resista	ance yes
DESCRIPTION	10

You strike the ground in front of you, filling the area in front of you with the thunder of pounding drums. Any creature in the area takes 1d8 points of sonic damage per caster level (maximum 5d8) and is knocked prone. A successful Fortitude save halves the damage and negates being knocked prone.

Diminished Effects Any creature in the area takes 1d6 points of sonic damage per caster level (maximum 5d6) and is staggered for 1 round. A successful Fortitude save halves the damage and negates being staggered.

Heightened Effects Any creature in the area takes 1d10 points of sonic damage per caster level (maximum 5d10) and is stunned for 1 round. A successful Fortitude save halves the damage and causes the target to be knocked prone instead.

TINY HUT

School evocation [force]; Classes bard, sorcerer/wizard CASTING Casting Time 1 standard action Components V, S, M (a small crystal bead) EFFECT Range 20 ft. Effect 20-ft.-radius sphere centered on your location Duration 2 hours/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

- Diminished Effects The spell's range becomes 10 feet, its effect becomes a 10foot-radius sphere centered on your location, and its duration becomes 1 hour per caster level. As many as four other Medium creatures can fit into the field with you.
- Heightened Effects Creatures who spend at least eight uninterrupted hours of sleep in the hut (including yourself) regain hit points and ability damage as if they had undergone a full day of bed rest (regaining twice its character level in hit points and restoring 2 points of ability damage for each affected ability score).

TONGUES

School divination; Classes sorcerer/wizard 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.
- Caution! Spells Merge! This spell combines the effects of the following spells: communal tongues and tongues.

TOUCH INJECTION

School transmutation; Classes sorcerer/wizard

CASTING	8
Casting Time 1 standard action	Nov.
Components V, S	
EFFECT	R
Range personal	1
Target you	100
Duration 1 hour/level	
Saving Throw none; Spell Resistance no	
DESCRIPTION	1

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.

TOXIC GIFT

School necromancy [poison]; Classes sorcerer/wizard

Casting Time 1 standard action Components V, S, EFFECT

197 m 1

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 possible succes

TREE SHAPE

School transmutation; Classes ranger

CASTING	
Casting Time 1 standard action Components V, S, DF	
EFFECT	and the second
Range personal Target you Duration 1 hour/level (D)	
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.

TWILIGHT KNIFE

School evocation [force]; Classes sorcerer/wizard, witch

Casting Time 1 standard action Components V, S, F (a small knife) EFFECT Range close (25 ft. + 5 ft./2 levels) Effect floating knife of force

Duration 1 round/level (D) Saving Throw none; Spell Resistance yes

DESCRIPTION

You create a darkly sinister floating knife that attacks the same creature as you each round. If you choose not to attack a creature, or you make an attack that affects multiple opponents, the knife makes no attack during that round. The knife uses your base attack bonus modified by either your Intelligence or Charisma bonus (whichever is higher) when making this attack. Unless you specifically will it to do otherwise, or it proves impossible to do so, the knife always maneuvers itself so that it can flank your opponent before making the attack. The knife deals 1d4 points of force damage on a successful hit and has the same threat range and critical multipliers as a normal dagger. In addition, if the target is denied a Dexterity bonus to AC or the knife flanks the target, the knife can make sneak attacks as a roque, inflicting an extra 1d6 points of force damage per four caster levels on a successful attack.

A twilight knife cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A twilight knife's AC against touch attacks is 12 (10 + size bonus for Tiny object) plus your Dexterity modifier.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *twilight knife* strikes it. If the knife 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.

- **Diminished Effects** When the knife sneak attacks, it only inflicts an extra 1d6 points of force damage per six caster levels on a successful attack.
- Heightened Effects At 10th level, the knife gains the *corrosive*, *flaming*, *frost*, or *shock* weapon property (your choice at the time of casting). At 15th level, the weapon gains the *corrosive burst*, *flaming burst*, *icy burst*, or *shocking burst* weapon property (your choice at the time of casting). The spell gains the elemental descriptor associated with whichever weapon property used.

U

UNADULTERATED LOATHING

School enchantment (compulsion) [emotion, mindaffecting]; Classes 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 1 day/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

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.

UNDEAD ANATOMY

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

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 minute/level (D)

DESCRIPTION

When you cast this spell, you can assume the form of any Small or Medium corporeal creature of the undead type, which must be vaguely humanoidshaped (like a ghoul, skeleton, or zombie). You gain a bite attack (1d6 for Medium forms, 1d4 for Small forms), two claw or slam attacks (1d6 for Medium forms, 1d4 for Small forms), and darkvision 6o feet. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, low-light vision, and scent.

In this form, you detect as an undead creature (such as with *detect undead*, but not with magic that reveals your true form, such as *true seeing*) and are treated as undead for the purposes of channeled energy, *cure* spells, and *inflict* spells, but not for other effects that specifically target or react differently to undead (such as *searing light*).

Small undead: If the form you take is that of a Small undead, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus. Medium undead: If the form you take is that of a Medium undead, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

- Diminished Effects The spell's duration becomes 1 round per caster level.
 - Heightened Effects You can assume the form of a Tiny or Large corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, blood drain, DR 5/bludgeoning, scent, freeze, grab, mimicry, pounce, shadowless, sound mimicry, and trip.

In this form, you gain a +4 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Tiny undead: If the form you take is that of a Tiny undead, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large undead: If the form you take is that of a Large undead, you gain a +4 size bonus to your Strength, a -2penalty to your Dexterity, and a +4 natural armor bonus.

Caution! Spells Merge! This spell combines the effects of the following spells: *undead anatomy I* and *undead anatomy II*.

UTTER CONTEMPT

School enchantment [emotion]; Classes antipaladin

Casting Time 1 standard action Components V, S, M (spittle)	1/0
EFFECT	1 1/2
Range close (25 ft. + 5 ft./2 levels)	
Target one creature	1 G
Duration 1 minute/level	110
Saving Throw Will negates; Spell Resistant	ce yes
DESCRIPTION	and the second

You fill the target's heart with malice for all other creatures. The target's attitude toward all creatures other than itself worsens by two steps.

Diminished Effects The spell's duration becomes 1 round per caster level.

Heightened Effects The spell's target becomes one creature per three caster levels, no two of which can be more than 30 feet apart.

VAMPIRIC TOUCH

School necromancy; Classes antipaladin, magus, sorcerer/wizard, witch; Domains blood, daemon

CASTING

Casting Time 1 standard action Components V, S

EFFECT

Range touch

Target living creature touchedDuration instantaneous/1 hour; see textSaving Throw none; Spell Resistance yesDESCRIPTION

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

- Diminished Effects Your touch deals 1d6 points of damage per two caster levels (maximum 5d6).
 - Heightened Effects You heal a number of hit points equal to the damage you deal. Any healing gained in excess of your maximum hit points is converted to temporary hit points. In addition, the target must make a Fortitude save or advance one age category for 24 hours. A creature under the affected by the *age resistance* spell ignores the aging effect.

VENOMOUS BOLT

School necromancy [poison]; Classes ranger	
CASTING	
Casting Time 1 swift action Components V, S	25
EFFECT	CO.F
Range 0 ft. Target one arrow or bolt	ないで
Duration instantaneous	
Saving Throw Fortitude negates; see text; Spell Resistance yes	110
DESCRIPTION	17
	20

You infuse a single arrow or crossbow bolt with natural venom as you fire it. In addition to its normal damage, anyone struck by this arrow or bolt is affected as if by the *poison* spell (1d3 Constitution damage per round for 6 rounds). If the arrow is not fired immediately, the spell ends with no effect.

- **Diminished Effects** The poison deals 1d3 points of Strength or Dexterity damage per round for 6 rounds. You must choose the ability damage type when you cast the spell.
 - Heightened Effects The poison deals one of the following amounts of ability damage per round for six rounds: 1d6 Strength damage, 1d6 Dexterity damage, 1d4 Constitution damage, 1d6 Intelligence

damage, 1d6 Wisdom damage, or 1d8 Charisma damage. You must choose the ability damage type when you cast the spell.

VERMIN SHAPE

School transmutation (polymorph); Classes druid, 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 minute/level

DESCRIPTION

When you cast this spell, you assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, scent, and lunge. You don't gain full immunity to mindaffecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects.

Small vermin: If you take the form of a Small vermin, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus.

Medium vermin: If you take the form of a Medium vermin, you gain a +2 size bonus to your Strength and a +3 natural armor bonus.

- Diminished Effects The spell's duration becomes 1 round per caster level.
 - Heightened Effects You can assume the form of a Tiny or Large creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, tremorsense 30 feet, scent, blood drain, constrict, grab, lunge, poison, pull, trample, and web. You don't gain full

immunity to mind-affecting effects, but you do gain a +4 bonus on all saving throws against such effects.

Tiny vermin: If you take the form of a Tiny vermin, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large vermin: If you take the form of a Large vermin, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +5 natural armor bonus.

Caution! Spells Merge! This spell combines the effects of the following spells: vermin shape I and vermin shape II.

VERSATILE WEAPON

chool transmutation; Classes magus, sorcerer/wizard
ASTING
Casting Time 1 standard action
FFECT
Range close (25 ft. + 5 ft./2 levels) arget one weapon or 50 projectiles, all of which must the together at the time of casting Duration 1 minute/level aving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)
ESCRIPTION

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; Domains nobility, strength, war

CASTING	11 30
Casting Time 1 standard action	
Component V, S	11 0
EFFECT	-
Range touch	1 C
Target armor or shield touched	
Duration 10 minutes/level	
Saving Throw Will negates (harmless, obj	ect); Spell
Resistance (harmless, object)	
DESCRIPTION	

You imbue a suit of armor or a shield you are wearing or carrying with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th 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.
- Caution! Spells Merge! This spell combines the effects of the following spells: magic vestment and vestment of the champion.

VISION OF HELL

School illusion (glamer) [evil, fear]; Classes bard, cleric/oracle, sorcerer/wizard, witch CASTING Casting Time 1 standard action Components V, M (a pinch of brimstone) EFFECT Range medium (100 ft. + 10 ft./level) Effect 50-ft.-radius emanation Duration 1 minute/level (D) Saving Throw Will negates; Spell Resistance no DESCRIPTION

You overlay a realistic illusion of a terrifying hellscape upon an area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on an infernal appearance. While you are prepared for these images and are not affected by them, any other creature within the area must make a Will save or become shaken and also take a –2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area. Devils and any lawful evil creatures suffer no negative effects from this spell.

- Diminished Effects The spell's range becomes close (25 ft. + 5 ft./2 levels), and its effect becomes a 25-foot-radius emanation.
 - Heightened Effects Creatures of less than 7 HD within the area must make a Will save or become frightened for 1d4 rounds and also take a -2 penalty on saves versus fear effects. When the frightened effect ends, a creature of less than 7 HD still within becomes shaken for the duration of the spell.

WALL OF FIRE

S

School evocation [fire]; Classes summoner
CASTING
Casting Time 1 standard action
Components V, S, M/DF (a piece of phosphor)
EFFECT
Range medium (100 ft. + 10 ft./level)
Effect opaque sheet of flame up to 20 ft. long/level or a
ring of fire with a radius of up to 5 ft./two levels; either
form 20 ft. high
Duration concentration + 1 round/level
Saving Throw none; Spell Resistance yes
DESCRIPTION

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Ŷ Diminished Effects The spell's effect becomes a sheet of flame up to 10 feet long per caster level or a ring of fire with a radius of up to 5 feet per four caster levels; either form is 10 feet high.

Heightened Effects Creatures passing through the wall must make a Fortitude save or be blinded for 1d6+1 rounds. The spell gains the light descriptor.

WALL OF ICE

School evocation [cold]; Classes summoner							
CASTING	13.	100.0	8.2	A	and a second	1 4 A.	17.6 20

asting Time 1 standard action				
Components V, S, M (a piece of quartz or rock crystal)				
FFECT	100			
ange medium (100 ft. + 10 ft./level)				
ffect anchored plane of ice, up to one 10-ft.				
quare/level, or hemisphere of ice with a radius of up	to			
ft. + 1 ft./level	a alte			
Ouration 1 min./level	-			
aving Throw Reflex negates; see text; Spell Resistan	nce			
es	2			
ESCRIPTION	Para C			

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version. selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

Diminished Effects Only the *ice plane* option is available, and the wall is only 1 inch thick per two caster levels.

Heightened Effects The ice inflicts 1d6 points of cold damage anytime it is touched or struck.

WARD THE FAITHFUL

School abjuration; Classes inquisitor				
CASTING				
Casting Time 1 standard action Components V, S, DF				
EFFECT				
Range touch Area 10-ftradius emanation from touched creature				
Duration 10 minutes/level Saving Throw Will negates (harmless); Spell Resistanc no				
DESCRIPTION				
All creatures within the area who worship the sam				

All creatures within the area who worship the same god as you gain a +2 deflection bonus to AC and a +2 resistance bonus on all saves. At 12^{th} level, these bonuses increase to +3. At 18^{th} level, the bonuses increase to +4.

If you do not worship a specific deity, the bonuses apply to those who share your faith. If you do not have a specific faith or religion, the spell provides benefits only to yourself. Enemies gain the benefits of this spell if they worship the same god or share the same faith as you, even if you view them as heretical.

- Diminished Effects The +2 deflection bonus to AC and +2 resistance bonus on all saves does not increase with your caster level.
- Heightened Effects You can deny the benefits of this spell to enemies whom worship the same deity as you but whom you view as heretical.

WATER BREATHING

School transmutation; Classes alchemist, cleric/oracle, druid, magus, sorcerer/wizard, summoner; Domains water

CA	ST	IN	IG
		_	-

Casting Time 1 standard action Components V, S, M/DF (short reed or piece of straw) EFFECT Range touch Target living creatures touched

Duration 2 hours/level; see text Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

- Diminished Effects The spell's range becomes personal and its target becomes you.
- Heightened Effects The target is immune to all harmful vapors and gases (such as *cloudkill*, as well as inhaled poisons) and always able to breathe, even underwater or in a vacuum.

WATER WALK

School transmutation [water]; Classes cleric/oracle, ranger, witch; Domains oceans

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

EFFECT

Range touch

Targets one touched creature/level **Duration** 10 min./level (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

DESCRIPTION

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

- Diminished Effects The spell's range becomes personal and its target becomes you.
- Heightened Effects The spell's target becomes creatures touched, and you divide the duration in 10-minute intervals among the creatures touched.
- Caution! Spells Merge! This spell combines the effects of the following spells: water walk and communal water walk.

WIND WALL

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

Casting Time 1 standard action Components 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 feet thick and of considerable strength. It is a roaring blast 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 any other normal ranged weapon passing through the wall has a 30% miss chance. (A giantthrown 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.

WITNESS

CASTING

School divination (scrying); Classes bard, inquisitor, witch

Casting Time 1 standard action Components V, S EFFECT

Range long (400 ft. + 40 ft./level) Target one living creature Duration 1 minute/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You link your senses to the target, allowing you to see and hear through its eyes and ears. As a move action you can shift your senses from yourself to the target or back again. When using the target's senses, you are blind and deaf. When perceiving through the target, you use its normal and special senses (such as darkvision), not your own.

- Diminished Effects The spell's range becomes medium (100 ft. + 10 ft./level), and its duration becomes 1 round per caster level.
- Heightened Effects When using the target's senses, you gain tremorsense out to 15 feet, but you can only locate a creature within that range if both you and the creature to be pinpointed are in contact with the ground. Such creatures still have total concealment from you, and you are still denied your Dexterity bonus to Armor Class against attacks from creatures you cannot see.

WRATHFUL MANTLE

School evocation [force, light]; Classes cleric/oracle, paladin

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

EFFECT Range touch or 5 ft.; see text Target creature touched or all creatures within 5 ft.; see

text Duration 1 minute/level

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

DESCRIPTION

A shimmering mantle of light shrouds the subject, casting light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels (maximum +5 at 20th level). The subject can end the *wrathful mantle* at any time as a swift action to deal 2d8 points of force damage to all creatures within 5 feet.

- Diminished Effects The spell's range becomes personal and its target becomes you.
- Heightened Effects The subject can end the wrathful mantle at any time as a swift action to deal 2d8 points of force damage to all creatures within 10 feet.

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