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BATHFINDER ROLEPLAYING GAME COMPATIBLE





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by Tim Wallace

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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 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>.

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 CAUTION! SPELLS MERGE!

ABOUT THIS BOOK

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

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

This is the 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.

- The spells listed are all 4th level for the classes indicated. It was decided that since this book is JUST 4th level spells including the number "4" 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" (1) icon and include the necessary details.



ABSORB TOXICITY

School necromancy; Classes druid, witch 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

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.

- 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.

ACID PIT

School conjuration (creation) [acid]; Classes sorcerer/wizard, summoner CASTING Casting Time 1 standard action Components V. S. M. (drop of acid), E. (Eine show

Components V, S, M (drop of acid), F (Fine shovel worth 10 gp) EFFECT

Range medium (100 ft. + 10 ft./level) Effect 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels Duration 1 round + 1 round/level Saving Throw Reflex negates; see text; Spell Resistance no DESCRIPTION

This spell functions as create pit, except that it places a 5-foot-deep pool of acid at the bottom of the pit. The pit has a maximum depth of 100 feet. Creatures who fall into the pit take falling damage as normal (the acid counts as a yielding surface), plus 2d6 points of acid damage per round spent in contact with the acid. In addition, exposed items carried by a creature in the pit may be harmed (see Sidebar: Items Affected by Magical Attacks). Items are affected one at a time in the order listed on the table, and must make Fortitude saves after 3 consecutive rounds in the acid or gain the broken condition. Objects with the broken condition (regardless of how they became broken) must make a Fortitude saving throw each round spent within the acid or be destroyed. The walls of the pit are quite slippery and have a Climb DC of 30.

Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and the pit has a maximum depth of 5 feet. Heightened Effects Creatures who fall into the pit take falling damage as normal (the acid counts as a yielding surface), plus 2d8 points of acid damage per round spent in contact with the acid.

Sidebar: Items Affected by Magical Attacks

Order*	ltem	100 000
ıst	Shield	1
2nd	Armor	1 1901
зrd	Magic helmet, hat, or headband	1
4th	Item in hand (including weapon, wand, or the like)	
5th	Magic cloak	
6th	Stowed or sheathed weapon	
7th	Magic bracers	
8th	Magic clothing	
9th	Magic jewelry (including rings)	A Low
10th	Anything else	

* In order of most likely to least likely to be affected.

AGE RESISTANCE

School transmutation; Classes alchemist	
CASTING	
Casting Time 1 standard action Components V, S	
EFFECT	7/ @
Range personal Target you	277
Duration 24 hours	1 1
DESCRIPTION	1

You ignore the physical detriments of being middle-aged. This spell does not cause you to look younger, nor does it prevent you from dying of old age, but as long as the spell is in effect, you ignore the –1 penalties to Strength, Dexterity, and Constitution that accrued at middle age and old age. You retain the age-related bonuses to Intelligence, Wisdom, and Charisma while under the effects of this spell. Additional penalties that you accrue upon becoming old or venerable apply in full.

- Diminished Effects You only ignore the penalties to Strength, Dexterity, and Constitution that accrued at middle age.
- Heightened Effects You ignore the penalties to Strength, Dexterity, and Constitution that accrued at middle age, old age, and venerable age.
- Caution! Spells Merge! This spell combines the effects of the following spells: age resistance, greater age resistance, and lesser age resistance.

AGONIZE

School evocation [evil, pain]; Classes sorcerer/wizard	
CASTING	Contraction of the second
Casting Time 1 standard action	
Components V, S	11
EFFECT	- Alt
Range close (25 ft. + 5 ft./2 levels)	
Target one conjured outsider or elemental (see text)
Duration 1 round	1000
Saving Throw Fortitude negates; Spell Resis	stance yes
DESCRIPTION	25 2911

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.

AIR WALK

School transmutation [air]; Classes alchemist, cleric/oracle, druid; Domain air

CASTING

Casting Time 1 standard action Components V, S, DF

EFFECT

Range touch Target creature (Gargantuan or smaller) touched Duration 10 min./level Saving Throw none; Spell Resistance yes (harmless) DESCRIPTION

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled, but not if it is negated by an *antimagic field*.

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

- Diminished Effects The spell's duration is reduced to 1 minute/level, and the target is outlined in a soft blue light which imposes a -4 penalty on Stealth checks to hide and allows other creatures to target the square it is in if the target is invisible.
- Heightened Effects The spell's target changes to creatures touched, but you divide the duration in 10-minute intervals among the creatures touched.
- Caution! Spells Merge! This spell combines the effects of the following spells: air walk and communal air walk.

ANIMAL GROWTH

School transmutation; Classes ranger	
CASTING	
Casting Time 1 standard action Components V, S	
EFFECT	
Range medium (100 ft. + 10 ft./level)	
Target one animal (Gargantuan or smaller)	-
Duration 1 min./level	
Saving Throw Fortitude negates; Spell Resistance	yes
DESCRIPTION	· ver

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. 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 the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command over an enlarged animal.

Multiple magical effects that increase size do not stack.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and its duration is reduced to 1 round/level.
- Heightened Effects In addition to the above effects, the target animal is affected by the *rage* spell for a number of rounds equal to its modified Constitution modifier.

ANIMATE DEAD

School necromancy [evil]; Classes sorcerer/wizard 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).
- Caution! Spells Merge! This spell combines the effects of the following spells: animate dead and lesser animate dead.

ANTIPLANT SHELL

School abjuration; Classes druid

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

EFFECT

Range 10 ft.

Area 10-ft.-radius emanation, centered on you Duration 1 min./level (D) Saving Throw none; Spell Resistance yes DESCRIPTION

DESCRIPTION

The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

- Diminished Effects The spell must be cast on a fixed point in space. In addition, plants may attempt to bypass the ward by making a Will save (DC 13 + your Wisdom modifier).
- Heightened Effects The spell also repels oozes and molds, and forces any normal plants within the field to the outside of it (both in the original area and as the antiplant shell moves). Normal plants with minimal substance (grass, weeds, and so on) are pushed aside with no save. Normal

plants of any real substance (such as bushes, saplings, or trees) may attempt a Fortitude save to remain inside the shell, but are otherwise uprooted and sent to the far edges of the field. Other plants (those that are ambulatory or able to attack) are kept at bay as noted above. Additionally, if any such plant brings itself into contact with the field, it must make a Fortitude save or be knocked back 10 feet. You can selectively allow any plants you want to pass through the field.

ARBOREAL HAMMER

School transmutation; Classes druid CASTING Casting Time 1 standard action Components V, S, DF EFFECT Range medium (100 ft. + 10 ft./level) Target one Huge or larger tree Duration 1 round/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

This spell animates a tree's branch and directs it against your foes. At caster level 10th or lower, you can target a Huge tree. At caster level 11th-15th, you can target a Gargantuan tree, and at caster level 16th or higher you can target a Colossal tree. The animated branch makes slam attacks with a Strength score equal to 10 + your caster level. The branch strikes once per round with an attack bonus equal to your caster level + the branch's Strength modifier, adjusted by the appropriate size modifier (-2 for Huge, -4 for Gargantuan, -8 for Colossal). A Huge tree's slam deals 2d6 points of damage, a Gargantuan tree's slam deals 3d6 points of damage, and a Colossal tree's slam deals 4d6 points of damage; the tree adds 1-1/2 times its Strength modifier to this damage. A Huge tree has reach 15 feet, a Gargantuan has reach 20 feet, and a Colossal has reach 30 feet. The tree attacks the creature you designate when you cast the spell, and is unable to move. You can direct the tree against a

new target as a move action. The tree does not gain a bonus for flanking, nor can it help another combatant flank. It cannot attack a foe you cannot see.

Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./level) and you may only target a Large tree. The branch strikes once per round with an attack bonus equal to your caster level + the branch's Strength modifier, adjusted by a –1 size modifier for being Large. The Large tree's slam deals 1d6 points of damage plus 1-1/2 times its Strength modifier. The Large tree has reach 10 feet.

Heightened Effects You may animate two branches of a single tree size Colossal or smaller (dependent on your caster level).

ARCANA THEFT

School abjuration; Classes magus

Casting Time 1 standard action Components V, S EFFECT

Range touch Target creature touched Duration instantaneous Saving Throw none; Spell Resistance yes DESCRIPTION

This spell functions as a targeted *dispel magic* spell, except it only affects creatures and it requires a melee touch attack. If the melee touch attack is successful and the spell successfully dispels one spell affecting the target, that spell is instead transferred to you, treating you as the original target. You do not receive a new saving throw or spell resistance check against this spell and must accept its effects even if they are not beneficial. This does not alter the spell's duration; for example, if the spell only has 4 rounds of duration remaining when it is stolen, it only affects you for 4 rounds. If the spell or effect has a duration of permanent, its duration continues for 1 hour per caster level of the original caster, after which it ends. The stolen spell does not revert to the original target.

- 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, true seeing,* or a similar effect) to choose this option.

ARCANE EYE

School divination (scrying); **Classes** alchemist, sorcerer/wizard, witch; **Domain** arcane

CASTING	and the second
Casting Time 10 minutes	J
Components V, S, M (a bit of bat fur)	1
EFFECT	1
Range unlimited	EV
Effect magical sensor	JE
Duration 1 min./level (D)	AFT
Saving Throw none; Spell Resistance no	A.C.
DESCRIPTION	1 miles

You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inchin diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

- **Diminished Effects** The *arcane eye* is visible and can be attacked. It is considered be of Fine size with a Dexterity score of 20 and AC 23. It has 1 hit point. If it is destroyed, you suffer 1d6 points of damage.
- Heightened Effects The arcane eye is incorporeal and can pass through solid barriers.

ASPECT OF THE STAG

School transmutation (polymorph); Classes druid CASTING Casting Time 1 standard action Components V, S, DF

EFFECT

Range personal Target you Duration 1 minute/level

DESCRIPTION

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.

ASPECT OF THE WOLF

School transmutation (polymorph); Cl.	asses ranger
CASTING	the filles
Casting Time 1 standard action Components V, S, DF	and the second
EFFECT	. Il Com
Range personal Target you Duration 1 minute/level	10
DESCRIPTION	1 1-

When you cast this spell, you take on an aspect of a wolf, including some of its physical characteristics. You become more rugged, your ears become elongated, and you sprout sharp fangs and fur. You gain a +4 enhancement bonus to Strength and Dexterity, the scent ability, a +2 enhancement bonus on trip attacks, and can make a trip combat maneuver as a swift action. This trip attack does not provoke attacks of opportunity.

> Diminished Effects The enhancement bonus to Strength and Dexterity is reduced to +2, the enhancement bonus on trip attacks is reduced to +1, and you invoke attacks of opportunity as normal when performing a trip combat maneuver.

Heightened Effects The enhancement bonus to Strength and Dexterity is increased to +6 and the enhancement bonus on trip attacks is increased to +4.

ATAVISM

School transmutation; Classes druid

Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one animal

Duration 1 minute/level Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

By bringing forth the primeval ancestry of the target animal, you awaken a savage engine of destruction. The animal immediately gains the advanced creature simple template. It gains a +2 bonus on all rolls, including damage rolls and special ability DCs, a +4 bonus to AC and CMD, and +2 hit points per HD. The animal's primal instincts take hold for the duration of this spell—if the animal knows tricks granted by the Handle Animal skill, it loses access to all of those tricks save for "attack." This spell has no effect on animals that already have the advanced creature template.

- Diminished Effects The spell's range is reduced to touch.
- Heightened Effects The animal gains a +3 bonus on all rolls, including damage rolls and special ability DCs, a +6 bonus to AC and CMD, and +3 hit points per HD.

AURA OF DOOM

School necromancy [emotion, fear, mind-affecting]; **Classes** cleric/oracle

CASTING Casting Time 1 standard action Components V, S, M/DF (powdered bone) EFFECT Range personal Area 20-ft.-radius emanation centered on you Duration 10 minute/level Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You emanate an almost palpable aura of horror. All non-allies within this spell's area, or that later enter

the area, must make a Will save to avoid becoming shaken. A successful save suppresses the effect. Creatures that leave the area and come back must save again to avoid being affected by the effect.

- Diminished Effects The spell's duration is reduced to 1 minute/level and the emanation is reduced to a 10-foot-radius.
- Heightened Effects Non-allies within the spell's area do not receive a saving throw to avoid becoming shaken.

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BALEFUL POLYMORPH

School transmutation (polymorph); Classes summoner 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: Fortitude negates, Will partial, see text; Spell Resistance: yes DESCRIPTION

As greater beast shape, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving there from (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of *baleful polymorph*, and as long as *baleful polymorph* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

- Diminished Effects The spell's duration is changed to 1 day/level, after which time the target regains its original form. The spell automatically fails if you attempt to change the target into a form that would prove immediately fatal to it.
- Heightened Effects Even if the target succeeds at the initial Fortitude save (and therefore retains its own form), it must still make a secondary Will save. If the target fails the Will save, the creature loses its supernatural and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, supernatural and spell-like abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving there from (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't supernatural or spell-like abilities.

BALL LIGHTNING

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

CASTING Casting Time 1 standard action Components V, S, M/DF (a small iron ring) EFFECT Range medium (100 ft. + 10 ft./level) Effect two or more 5-ft.-diameter spheres Duration 1 round/level Saving Throw Reflex negates; Spell Resistance yes DESCRIPTION

You create two globes of lightning that fly in whichever direction you indicate. For every 4 caster levels above 7th, you create an additional globe of lightning (3 globes at 11th, 4 globes at 15th, to the maximum of 5 globes at 19th). These globes fly at a rate of 20 feet per round and have perfect maneuverability. Wind does not affect a flying sphere's course.

If a globe enters a space with a creature, it stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates the damage. Creatures wearing metal armor take a –4 penalty on this saving throw.

Each globe moves as long as you actively direct it (it's a move action for you to direct all the spheres created by a single casting of this spell); otherwise they stay at rest. These globes have no mass and cannot push aside unwilling creatures or move solid objects. A *ball lightning* globe winks out if it exceeds the spell's range.

- **Diminished Effects** You only create two globes of lightening that deal 3d4 points of electricity damage if they enter a space with a creature.
- Heightened Effects Globes of lightning deal 3d8 points of electricity damage if they enter a space with a creature.

BATTLEMIND LINK

School divination [mind-affecting]; Classes inquisitor

Casting Time 1 standard action Components V, S EFFECT

Range personal and close (25 ft. + 5 ft./2 levels) Target you and 1 ally Duration 1 minute/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You fuse your thoughts with an ally's, allowing the two of you to fight in tandem, perfectly coordinated. You and the ally each roll initiative in combat and use the higher die result before adding modifiers. This has three effects.

Melee: If you both make melee attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack rolls (plus bonuses).

Ranged: If you both make ranged attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack roll (plus bonuses).

Spell: If you both cast spells and target the same area or same creature, affected creatures take a – 2 penalty on their saving throw against the spells.

You and the target lose these benefits if you cannot see each other or if you or the target is unconscious or helpless.

- Diminished Effects You must choose one effect (*melee*, *ranged*, or *spell*) for you and your ally to gain the benefit from in addition to using the higher initiative roll result.
- Heightened Effects You and your ally two different effects to use in tandem (melee and ranged, melee and spell, or ranged and spell). For example, you could attack an enemy with a melee attack and your ally could attack the same enemy with a

ranged attack, and you would both still make attack rolls and both use the higher of the two dice for your attack rolls (plus bonuses).

BESTOW CURSE

School necromancy [curse]; Classes antipaladin, cleric/oracle, witch; Bloodline accursed

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 on the subject. Choose one of the following.

- -6 decrease to an ability score (minimum 1).
- –4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Bestow curse counters remove curse.

- Diminished Effects The spell's range becomes touch.
- Heightened Effects The DC to remove the curse is equal to the save DC + 5.
- Caution! Spells Merge! This spell combines the effects of the following spells: bestow curse and major curse.

BESTOW GRACE OF THE CHAMPION

School transmutation [good, law]; Classes paladin CASTING

Casting Time 1 standard action Components V, S, DF	10-10
EFFECT	1/2
Range touch	1
Target lawful good creature touched	Ten
Duration 1 round/level (see text)	
Saving Throw yes (harmless); Spell Resistance y	es
(harmless)	1
DESCRIPTION	

You channel the power of good and law into the target, temporarily giving it powers similar to those of a paladin. The target gains the ability to use *detect evil* at will as a spell-like ability, immunity to disease (suppressing any diseases currently affecting it), and immunity to fear (ending any fear effects currently affecting it); can lay on hands (on itself only) once as a paladin of ½ your caster level; and can smite evil once as a paladin of ½ your caster level. It adds its Charisma bonus to all its saving throws. It can use spell completion, spell trigger, or other magic items that require the ability to cast spells as a paladin. Any abilities not used by the time the spell expires are lost. This spell has no effect if cast on a paladin.

- Diminished Effects The spell's range becomes personal and its target becomes self.
- Heightened Effects You can cure one disease the target is suffering by making a caster level check (1d20 + caster level) against the DC of the disease affecting the target. All other spells are only suppressed for the duration of the spell.

BLACK TENTACLES

School conjuration (creation); Classes magus, sorcerer/wizard, witch; Bloodline aberrant 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.

BLAZE OF GLORY

School conjuration (healing) [good, mind-affecting]; Classes paladin

CASTING

Casting Time 1 standard action or immediate action; see text

Components V

EFFECT

Area 30-ft.-radius burst centered on you Duration instantaneous and 1 round/level; see text Saving Throw Will partial; Spell Resistance yes DESCRIPTION

You fall unconscious but also unleash a spectacular wave of holy energy that heartens and heals your allies while leaving your opponents daunted and damaged. You can cast this spell as either a standard action on your turn, or as an immediate action when brought to below o hit points. If cast as a standard action, you are immediately reduced to -1 hit points, but stable, after casting the spell.

When you cast this spell, any good creature within range is healed for 1d6 points of damage per two

caster levels. All evil creatures within range take the same amount as damage instead (a successful Will save halves this damage). In addition, all allies and enemies within range are affected as if by the *prayer* spell for 1 round per caster level.

Diminished Effects Allies and enemies within range are not affected as if by the prayer spell for 1 round per caster level.

BLESSING OF FERVOR

School transmutation; Classes cleric/oracle
CASTING
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 1 round/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)
DESCRIPTION

With this blessing, you call your allies to move forth and empower them to conquer and become victorious. Each round for the duration of this spell, each of your allies can choose one of the following bonuses for that round at the beginning of its turn (their choice).

- Increase its speed by 30 feet.
- Stand up as a swift action without provoking an attack of opportunity.
- Make one extra attack as part of a full attack action, using its highest base attack bonus.
- Gain a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves.
- Cast a single spell of 2nd level or lower as if it were an enlarged, extended, silent, or still spell.

These effects are not cumulative with similar effects, such as those provided by *haste* or a *speed* weapon, nor do they 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. *Blessing of fervor* does not stack with *haste*.

- Diminished Effects The spell's range is reduced to touch and its target becomes one creature.
- Heightened Effects For the duration of this spell, each of your allies can choose two of the above bonuses for that round at the beginning of its turn (their choice).

BLESSING OF THE SALAMANDER

School transmutation (polymorph); Classes ranger CASTING

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

Range touch

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

DESCRIPTION

When you cast this on a creature, its skin turns slick and clammy and it is able to regenerate damage each round. While under the effects of the spell, the creature gains fast healing 5, fire resistance 20, and a +2 competence bonus to its Combat Maneuver Defense.

- Diminished Effects The target creature only gains fast healing 2 and fire resistance 10.
- Heightened Effects The target creature gains fast healing 5, fire resistance 30 and a +4 competence bonus to its Combat Maneuver Defense.

BLIGHT

School necromancy; Classes druid; Domain seasons CASTING

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

Target plant touched Duration instantaneous Saving Throw Fortitude half; see text; Spell Resistance yes

DESCRIPTION

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

- Diminished Effects An affected plant creature takes no damage but is subject to a *slow* spell with not saving throw.
- Heightened Effects The spell affects all plants in a 10-foot-radius burst from the target plant. Plant creatures may save as normal.

BLOOD CROW STRIKE

School evocation [fire]; Classes cleric/oracle	
CASTING	
Casting Time 1 round Components V, S	Port Control
EFFECT	The second
Range medium (100 ft. + 10 ft./level)Target one creatureDuration instantaneousSaving Throw none; Spell Resistance yes	and the second
DESCRIPTION	

Your unarmed strikes release blasts of energy in the form of bolts of fire or glowing red crows, which fly instantaneously to strike your target. You can make unarmed strike or flurry of blows attacks against the target as if it were in your threatened area; each successful attack deals damage as if you had hit it with your unarmed strike, except half the damage is fire and half is negative energy (this negative energy does not heal undead). For example, if you are a 14th level monk, you can use a flurry of blows to attack five times, creating one energy crow for each successful attack against the target, and dealing 2d6 points of damage (plus appropriate unarmed strike modifiers) with each crow.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels).
 - Heightened Effects The spell's duration becomes 3 rounds (allowing you perform three full attack actions before it expires).
 You may change the target of the spell at the beginning of each round.

BLOODY CLAWS

School necromancy; Classes druid

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.

BOW SPIRIT

School conjuration (creation); Classes ranger

CASTING	10 13	
Casting Time 1 standard action Components V, S, DF		
EFFECT	Cleb	14
Range personal Target you		G No
Duration 1 round/level	A TRANS	State in
DESCRIPTION		Il april

A bow spirit is a shapeless force that hovers about you, taking ammunition from your quiver and firing it. For as long as the bow spirit lasts, you can spend a swift action to direct the bow spirit to fire an arrow or a bolt at a target of your choice, as if the bow spirit were firing the necessary ranged weapon. The bow spirit uses your base attack bonus plus your Dexterity modifier, as well as any bonuses and effects from feats you have that affect ranged attacks, or bonuses from the ammunition it uses. A bow spirit's attacks do not provoke attacks of opportunity. There must be ammunition available for the bow spirit to use, and it expends ammunition as if used by you.

A *bow spirit* occupies your space, and moves with you. It cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *bow spirit*'s AC against touch attacks is 10 + your Dexterity modifier.

Diminished Effects The bow spirit dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.)

BRAND, GREATER

School transmutation [curse]; Classes inquisitor CASTING Casting Time 1 round Components V, S, DF EFFECT Range touch Target creature touched Duration permanent Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

This spell functions like *brand*, except that it inflicts 1d6 points of damage when applied and cannot be removed, even temporarily. In addition, a *greater brand* blazes as bright as a torch when brought within 30 feet of a visible symbol of your faith. While the symbol is blazing, the recipient is sickened. Like the effects of *bestow curse*, a *greater brand* cannot be dispelled, but it can be removed by any means that removes a *mark of justice*.

> **Diminished Effects** The spell's duration is changed to 1 day/level and applying the *greater brand* only inflicts 1d4 points of damage.

Heightened Effects The spell allows you 1 round per caster level to etch the rune or mark, with no space or word limitation. In addition, applying the *greater brand* inflicts 1d8 points of damage, and while the symbol is blazing, the recipient is nauseated.

BREAK ENCHANTMENT

School abjuration; Classes bard, paladin CASTING Casting Time 1 minute Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Targets up to one creature per level, all within 30 ft. of each other Duration instantaneous Saving Throw see text; Spell Resistance no DESCRIPTION

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by *dispel* magic or stone to flesh, break enchantment works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

- Diminished Effects The spell's range is reduced to touch and its target is reduced to one creature.
- Heightened Effects The is no maximum bonus on the caster level check, and if the spell is one that cannot be dispelled by dispel magic or stone to flesh, break enchantment works only if that spell is 6th level or lower.

CALCIFIC TOUCH

School transmutation [earth]; Classes sorcerer/wizard

CASTING	and the second second
Casting Time 1 standa	ard action
Components V, S	(Ano)
EFFECT	11 3

Range touch

Target creature or creatures touched (up to one per level)

Duration 1 round/level

Saving Throw Fortitude partial; Spell Resistance yes DESCRIPTION

Your touch progressively transmutes the substance of creatures you touch into stone. Once per round, you may deliver a touch attack that inflicts 1d4 points of Dexterity damage and slows the target (as the *slow* spell) for 1 round. A successful Fortitude save negates the slow effect but not the ability damage. A target reduced to o Dexterity is petrified permanently. *Break enchantment, restoration*, or *stone to flesh* can reverse the effects of *calcific touch*.

- Diminished Effects The target is not affected by the slow effect.
- Heightened Effects The touch attack inflicts 1d4 points of Charisma damage in addition to the 1d4 points of Dexterity damage and the slow effect. A target reduced to o Dexterity or Charisma is petrified permanently.

CALL LIGHTNING

School evocation [electricity]; Classes druid

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*.

CAPE OF WASPS

School conjuration (summoning); Classes druid, witch

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

EFFECT

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

You summon a wasp swarm, which fills your space (up to 5 feet by 5 feet) but does not attack you. The dense cloud of vermin gives you partial

concealment against ranged attacks. Any creature that makes a successful melee attack against you takes 2d6 points of swarm damage and poison from the wasp swarm, but is not affected by the swarm's distraction ability. As a free action on your turn, you may have the swarm cling to you tightly, giving you a fly speed of 20 feet (poor maneuverability); when using the swarm to fly, it does not provide concealment or harm creatures that strike you. You can return the swarm to its protective shape as a free action on your turn.

> Diminished Effects You instead summon a spider swarm. Any creature that makes a successful melee attack against you takes 1d6 points of swarm damage and poison from the spider swarm. As a free action on your turn, you may have the swarm cling to you tightly, giving you a climb speed of 10 feet; when using the swarm to climb, it does not provide concealment or harm creatures that strike you.

 Heightened Effects You instead summon an army ant swarm. Any creature that makes a successful melee attack against you takes 3d6 points of swarm damage and is affected by the army ant swarm's cling special attack. Helpless or nauseated creatures instead take 6d6 points of swarm damage. As a free action on your turn, you may have the swarm cling to you tightly, giving you a climb speed of 15 feet; when using the swarm to climb, it does not provide concealment or harm creatures that strike you.

CHAOS HAMMER

School evocation [chaotic]; Classes cleric/oracle, inquisitor; Domain chaos

CASTING Casting Time 1 standard action

Components V, S

EFFECT Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius burst Duration instantaneous (1d6 rounds); see text Saving Throw Will partial; see text; Spell Resistance yes DESCRIPTION

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 1od6, to lawful outsiders) and slows them for 1d6 rounds (see the *slow* spell). A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

> Diminished Effects Only lawful creatures within the burst's radius are affected.

 Heightened Effects The spell deals 1d10 points of damage per two caster levels (maximum 5d10) to lawful creatures (or 1d8 points of damage per caster level, maximum 1od8, to lawful outsiders) and slows them for 1d8 rounds.

CHARM MONSTER

CASTING

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

Casting Time 1 standard action Components V, S

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

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.

COMMAND PLANTS

School transmutation; Classes druid; Domain plant CASTING Casting Time 1 standard action Components V EFFECT Range close (25 ft. + 5 ft./2 levels) Targets up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart Duration 1 day/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a 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.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

- Diminished Effects You can affect a number of plant creatures whose combined level or HD do not exceed your level.
 - Heightened Effects You can affect a number of plant creatures whose combined level or HD do not exceed three times your level.

COMMUNE WITH NATURE

School divination; Classes range	sei
CASTING	
Casting Time 10 minutes Components V, S	11/2
EFFECT	Mar U.S.
Range personal	
Target you	- 1 G
Duration instantaneous	108 11 0
DESCRIPTION	

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the spell is less powerful, and its radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

- Diminished Effects You only gain knowledge of one fact of the surrounding territory.
- Heightened Effects You gain knowledge of as many as four facts of the surrounding territory. In addition, you can focus your areas of inquiry to learn an approximate direction and distance for anything whose presence you discern.

CONFUSION

School enchantment (compulsion) [mind-affecting]; Domain lust, madness, trickery 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.

Behavior Subject acts normally, but takes a -201 penalty on all attack rolls, skill checks, and _ ability checks until its next turn. 25 26 Subject does nothing but babble incoherently, and takes a -4 penalty to AC 50 until its next turn. Subject deals 2d8 points of damage + Str 51 modifier to self with item in hand. 75 Subject attacks nearest ally (for this 76 purpose, a familiar counts as an ally). -10 0

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.

CONTACT OTHER PLANE

School divination; Classes summoner

CASTING Casting Time 10 minutes Components V EFFECT Range personal Target you Duration concentration

DESCRIPTION

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes, " "no, " "maybe, " "never, " "irrelevant, " or some other one-word answer.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. You cannot take 10 on this check. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Plane Contacted	Avoid Int/Cha Decrea se	Tru e Ans wer	Do n't Kn ow	Lie	Ran do m Ans wer
Elemental Plane	DC 7/1 week	01– 34	35 - 62	63 - 83	84– 100
Positive/Negativ e Energy Plane	DC 8/1 week	01– 39	40 - 65	66 - 86	87– 100
Astral Plane	DC 9/1 week	01– 44	45 - 67	68 - 88	89– 100

Outer Plane, demigod	DC 10/2 weeks	01– 49	50 - 70	71– 91	92– 100
Outer Plane, lesser deity	DC 12/3 weeks	01– 60	61 - 75	76 95	96– 100
Outer Plane, intermediate deity	DC 14/4 weeks	01– 73	74 - 81	82 - 98	99- ⁻ 100
Outer Plane, greater deity	DC 16/5 weeks	01– 88	89 - 90	91 - 99	100

Diminished Effects You can only ask one question per three caster levels, to a maximum of five questions.

Heightened Effects You may ask more involved questions, which can be answered in short sentences (up to one word per three caster levels).

CONTAGION

School necromancy [disease, evil]; Classes antipaladin, cleric/oracle, druid, witch

CASTING	11
Casting Time 1 standard action Components V, S	11
EFFECT	11 11
Range close (25 ft. + 5 ft./2 levels)	11/1
Target one living creature	
Duration instantaneous	
Saving Throw Fortitude negates; Spell Re	esistance yes
DESCRIPTION	1

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 cleric/oracle, sorcerer/wizard

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.

CONTROL WATER

School transmutation [water]; Classes cleric/oracle, druid; Domain water

CASTING Casting Time 1 standard action Components V, S, M/DF (a pinch of dust for *lower water* or a drop of water for *raise water*)

EFFECT Range long (400 ft. + 40 ft./level) Area water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S) Duration 10 minutes/level (D)

Saving Throw none; see text; Spell Resistance no DESCRIPTION

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level × 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

- Diminished Effects The spell's duration is reduced to 1 minute/level.
 - Heightened Effects When using the *lower water* version of this spell on water elementals or other water-based creatures, this spell acts as a *hold monster* spell (Will negates). When using the *raise water* version of this spell, you may choose to inflict 1d6 points of bludgeoning damage per two caster levels (maximum 5d6; Reflex half) to all creatures and objects (including ships) within the affected water once per round.

COWARD'S LAMENT

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

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

You compel an opponent to face you in combat, or suffer for its cowardice. Each round that the target fails to attack you in melee, it receives a cumulative -1 penalty to its Armor Class, attack rolls, and saving throws (maximum penalty -5). Each round at the end of its turn, the target may attempt a Will saving throw to prevent the penalties from increasing for that round. All penalties reset to zero when the target attacks you in melee, but increase again if it stops attacking. If the target is prevented from attacking you by physical restraint, magic, or impassable terrain, the penalties do not increase. If you move away from the target, the spell ends.

- Diminished Effects The spell's duration becomes concentration (maximum 5 rounds).
- Heightened Effects The spell affects all creatures in a 10-foot-radius burst from the target point.

CRUSHING DESPAIR

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

CASTING

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

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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.

CURE CRITICAL WOUNDS

School conjuration (healing); Classes alchemist, bard, cleric/oracle, inquisitor; Domain healing CASTING

Casting Time 1 standard action Components V, S

EFFECT

Range touch Target creature touched Duration instantaneous Saving Throw Will half (harmless); see text; Spell Resistance yes (harmless); see text DESCRIPTION

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

- Diminished Effects The spell cures 3d8 points of damage + 1 point per caster level (maximum +15).
- Heightened Effects The spell cures 5d8 points of damage + 1 point per caster level (maximum +25).
 - Caution! Spells Merge! This spell combines the effects of the following spells: cure critical wounds and cure serious wounds.

CURSE OF MAGIC NEGATION

School abjuration [curse]; Classes inquisitor, sorcerer/wizard, witch cASTING

Casting Time 1 round Components V, S, M (powdered lead and platinum worth 250 gp)

EFFECT

Range medium (100 ft. + 10 ft./level) Target one creature Duration 10 minutes/level Saving Throw Will negates; Spell Resistance no DESCRIPTION

You disrupt the target creature's ability to draw upon magical energies. For the duration of the spell, it gains the negated spellblight. Dispel checks to remove the spellblight take a -5 penalty due to this spell's interference with magical energies.

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

Heightened Effects The spell's duration
 becomes 1 hour/level.

DARKVISION, GREATER

School transmutation; **Classes** alchemist, antipaladin, ranger, sorcerer/wizard

CASTING

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

Range touch

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

DESCRIPTION

The subject gains the ability to see 120 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

- Diminished Effects The spell's range is reduced to personal and its target becomes you.
- Heightened Effects The spell's target becomes creatures touched and you may divide the duration in 1-hour intervals among the creatures touched.

DAZE, MASS

School enchantment (compulsion) [mind-affecting]; **Classes** bard, inquisitor, sorcerer/wizard, summoner, witch

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Casting Time 1 standard action Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level) Targets one or more humanoid creatures, no two of which may be more than 30 ft. apart Duration 1 round Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

This spell clouds the mind of humanoid creatures with 4 or fewer Hit Dice so that they take no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels).
 - Heightened Effects The spell can affect living creatures of any type with 6 or fewer Hit Dice.

DEATH WARD

School necromancy; Classes alchemist, cleric/oracle, inquisitor, paladin, witch; Domain death, repose

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

EFFECT

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

DESCRIPTION

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

- Diminished Effects The spell's range is reduced to personal and its target becomes you.
- Heightened Effects The target gains a +6 morale bonus on saves against all death spells and magical death effects.

DEBILITATING PORTENT

School enchantment (compulsion) [mind-affecting]; Classes cleric/oracle, witch CASTING Casting Time 1 standard action Components V, S, DF EFFECT

Range medium (100 ft. + 10 ft./level) Target one creature Duration 1 round/level (D) see text Saving Throw none; Spell Resistance yes DESCRIPTION

The target is surrounded by a glowing green aura of ill fate. Each time the spell's subject makes an attack or casts a spell, it must succeed at a Will saving throw with a DC = $10 + \frac{1}{2}$ caster level + Charisma (in the case of oracles), Intelligence (in the case of witches), or Wisdom (in the case of clerics). If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell as an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage.

- Diminished Effects The subject receives an initial Will saving throw to negate the spell. If it fails the saving throw, the spell functions normally.
- Heightened Effects The subject takes a -4 penalty on its Will saving throw each time it makes an attack or casts a spell.

DEFILE ARMOR

School abjuration [evil]; Classes inquisitor

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.

DENOUNCE

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

CASTING

Casting Time 1 standard action **Components** V

EFFECT

Range close (25 ft. + 5 ft./2 levels) Area 30-ft.-radius burst Duration 1 hour/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

You speak out against a single creature within line of sight and turn possible allies against it by drawing upon the power of your voice and conviction. Creatures in the area who can see the denounced creature must make a Will saving throw or have their starting attitude toward the denounced creature worsened by two levels. For example, creatures previously indifferent to the subject turn unfriendly. Diplomacy checks made to reverse the effects of *denounce* are made at a –10 penalty.

- Diminished Effects The spell's area is reduced to a 15-foot-radius burst.
- Heightened Effects The spell's area is increased to a 45-foot-radius burst.

DETECT SCRYING

School divination; **Classes** bard, inquisitor, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action **Components** V, S, M (a piece of mirror and a miniature brass hearing trumpet)

EFFECT

Range 40 ft. Area 40-ft.-radius emanation centered on you Duration 24 hours

Saving Throw none; Spell Resistance no

DESCRIPTION

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

Diminished Effects You cannot get the location nor the scrier's visual image.

Heightened Effects You learn the scrier's identity and location automatically (and can try a check to get a visual image).

DETONATE

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

Casting Time 1 standard action

Components V, S, M (two vials; one containing acid and one containing an alkaline solution worth a total of 50 gp)

EFFECT

Range 30 ft.

Area 30-ft.-radius spread centered on you Duration 1 round, then instantaneous Saving Throw Reflex half; Spell Resistance yes

DESCRIPTION

You flood yourself with a potent surge of elemental energy. One round after completing the casting of the spell, the energy explodes from your body.

When this spell creates the explosion of energy, choose one of the following four energy types: acid, cold, electricity, or fire. The explosion inflicts 1d8 points of damage of that energy type per caster level (maximum 1od8) to all creatures and unattended objects within 15 feet, and half that amount to targets past 15 feet but within 30 feet. You automatically take half damage from the explosion, without a saving throw, but any other energy resistance or energy immunity effects you may have in place can prevent or lessen this overflow damage caused by the explosion.

- Diminished Effects The explosion inflicts 1d6 points of damage of that energy type per caster level (maximum 10d6) to all creatures and unattended objects within 15 feet, and half that amount to targets past 15 feet but within 30 feet.
- Heightened Effects You automatically take a quarter damage from the explosion, without a saving throw, but any other energy resistance or energy immunity effects you may have in place can prevent or lessen this overflow damage caused by the explosion.

DIMENSION DOOR

School conjuration (teleportation); Classes bard, magus, sorcerer/wizard, witch; Domain travel; Bloodline arcane 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 cleric/oracle, sorcerer/wizard; Domain wards

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.

DISCERN LIES

School divination; **Classes** alchemist, cleric/oracle, inquisitor, witch; **Domain** nobility

CASTING 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's target is reduced to one creature.
- 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.

DISCORDANT BLAST

School evocation [sonic]; Classes bard CASTING Casting Time 1 standard action Components V, S EFFECT Range 10 ft. or 30 ft. Area see text Duration instantaneous Saving Throw none; Spell Resistance yes DESCRIPTION

You create a wave of thunder and force, either in a 10-foot-radius burst centered on you or in 30-foot cone-shaped burst. Creatures in the area take 3d6 points of sonic damage and are pushed away as if bull rushed. Make a combat maneuver check and apply its results to each creature in the area. Your CMB for this bull rush is equal to your caster level plus your Charisma modifier. This bull rush does not provoke an attack of opportunity. A *discordant blast* cannot penetrate a *silence* spell (or any similar magical silence effect).

> **Diminished Effects** The spell range and area are reduced to a 5-foot-radius burst centered on you or in 15-foot cone-shaped burst.

 Heightened Effects Discordant blast can be used to counter or dispel a silence spell (or any similar magical silence effect of equal or lower spell level).

DISMISSAL

School abjuration; Classes cleric/oracle, inquisitor, summoner

Casting Time 1 standard action Components V, S, DF

EFFECT

CASTING

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

This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

- Diminished Effects The spell's range is reduced to touch.
- Heightened Effects You may choose the plane your target is sent to. If your choice is not the target's home plane, there is a 20 percent chance it will go to its home plane in any event.

DISPEL CHAOS

School abjuration [lawful]; Classes paladin DESCRIPTION

This spell functions like *dispel evil*, except that you are surrounded by constant, blue lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

DISPEL EVIL

School abjuration [good]; Classes paladin CASTING

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

Range touch

Target or Targets you and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object

Duration 1 round/level or until discharged, whichever comes first

Saving Throw see text; Spell Resistance see text

DESCRIPTION

Shimmering, white holy energy surrounds you. This energy has three effects.

First, you gain a +4 deflection bonus to AC against attacks by evil creatures.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

> Diminished Effects You only gain a +2 deflection bonus to AC against attacks by evil creatures. In addition you take a -5 penalty on your caster level check to overcome an evil creature's spell resistance and drive it back to its home plane, and you must make a dispel check to dispel any one enchantment spell cast by an evil creature or any one evil spell.

Heightened Effects You retain the +4 deflection bonus to AC against attacks by evil creatures for the duration of the spell, even after you drive an evil creature back to its home plane or automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. You still only get one dismissal or dispel action (your choice) for the duration of the spell.

DISPEL GOOD

School abjuration [evil]; Classes antipaladin DESCRIPTION

This spell functions like *dispel evil*, except that you are surrounded by dark, wavering unholy energy, and the spell affects good creatures and spells rather than evil ones.

DISPEL LAW

School abjuration [evil]; Classes antipaladin DESCRIPTION

This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

DISPEL MAGIC

School abjuration; Classes druid

CASTING Casting Time 1 standard action Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level) Target or Area one spellcaster, creature, or object Duration instantaneous Saving Throw none; Spell Resistance no

DESCRIPTION

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 ($1d_{20} + your$ 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.

DIVINATION

School divination; Domain knowledge	
CASTING	Z
Casting Time 10 minutes Components V, S, M (incense and an appropriate offering worth 25 gp)	
EFFECT	1
Range personal Target you Duration instantaneous	
DESCRIPTION	10

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 POWER

School evocation; Classes cleric/oracle, inquisitor; Domain war

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

Range personal Target you Duration 1 round/level

DESCRIPTION

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as *haste* or weapons with the *speed* special ability.

- Diminished Effects The spell's casting time increases to 1 full round.
- Heightened Effects The spell's range becomes touch and its target becomes one creature.

DOMINATE PERSON

School enchantment (compulsion) [mind-affecting]; Classes bard	
CASTING	
Casting Time 1 round Components V, S	1.4.4
EFFECT	100
Range close (25 ft. + 5 ft./2 levels) Target one humanoid Duration 1 day/level Saving Throw Will negates; Spell Resistance yes	
DESCRIPTION	1

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here, " "Go there, " "Fight, " and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously selfdestructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic

link while the subject is so warded, but such an effect does not automatically dispel it.

- Diminished Effects The spell's range is reduced to touch, and its duration is reduced to 1 hour/level.
 - Heightened Effects You can give the subject obviously self-destructive orders, but it receives a new saving throw with a +2 bonus. A subject forced to take actions against its nature (other than selfdestructive orders) does not receive a new saving throw.

DRAGON'S BREATH

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

CASTING	Composito
Casting Time 1 standard action Component V, S, M (a dragon scale)	
EFFECT	1
Range 30 ft. or 60 ft. Area cone-shaped burst or line	
Duration instantaneous	
Saving Throw Reflex half; Spell Resistance yes	
DESCRIPTION	

You breathe out a blast of energy. Creatures in the affected area take 1d6 points of energy damage per caster level (maximum of 12d6). A successful Reflex save results in half damage. The spell's effect and energy type depend on the type of dragon scale used:

Black dragon: 60-foot line of acid.

Blue or bronze dragon: 60-foot line of electricity.

Green dragon: 30-foot cone of acid.

Gold or red dragon: 30-foot cone of fire.

Silver or white dragon: 30-foot cone of cold.

Brass dragon: 60-foot line of fire.

Copper dragon: 60-foot line of acid.
Diminished Effects You breathe 15-foot cone or 30-foot line of energy, dependent on the type of dragon scale used.

 Heightened Effects Creatures in the affected area who take damage also suffer a secondary effect based on the type of damage taken:

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

Cold: The target must make a Fortitude save or be fatigued for 1 round per caster level. A creature that is already fatigued suffers no additional effect.

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

Fire: The target must make a Reflex save or catch on fire (see Catching on Fire).



ECHOLOCATION

School transmutation [sonic]; Classes alchemist, badruid	ard,
CASTING	
Casting Time 1 standard action Components V	
EFFECT	
Range personal Target you Duration 10 minutes/level	1
DESCRIPTION	

You can perceive the world by creating highpitched noises and listening to their echoes. This gives you blindsight to a range of 40 feet. The echo-producing noises are too high-pitched to be heard by most creatures, and can only be detected by dragons, other creatures with this ability (such as bats), and creatures with hearing-based blindsense or blindsight. You cannot use this ability if you are deaf, and cannot detect anything in an area of *silence*.

- Diminished Effects The spell only gives you blindsense to a range of 40 feet.
- Heightened Effects The spell's range becomes touch and its target becomes creature touched.

ELEMENTAL BODY

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

CASTING		and the second
Casting Time 1 standard acti Components V, S, M (the eler		assume)
EFFECT		
Range personal	AV Parts	E
Target you		TO
Duration 1 min/level (D)	TH	NA
DESCRIPTION	TAL AN	- Alexandra

When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

Air elemental: If the form you take is that of a Small air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of a Small earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet, and the ability to earth glide.

Fire elemental: If the form you take is that of a Small fire elemental, you gain a +2 size bonus to

your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a Small water elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

- Diminished Effects The spell's duration is reduced to 1 round/level.
 - Heightened Effects You can assume the form of a Medium air, earth, fire, or water elemental. The abilities you gain depend upon the elemental.

Air elemental: As above, except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.

Earth elemental: As above, except that you gain a +4 size bonus to your Strength and a +5 natural armor bonus.

Fire elemental: As above, except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.

Water elemental: As above, except that you gain a +4 size bonus to your Constitution and a +5 natural armor bonus.

Caution! Spells Merge! This spell combines the effects of the following spells: *elemental body I* and *elemental body II*.

ENERVATION

School necromancy; Classes sorcerer/wizard, witch; Domain undead

CASTING Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Effect ray of negative energy

Duration instantaneous Saving Throw none; Spell Resistance yes DESCRIPTION

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains $1d_4 \times 5$ temporary hit points for 1 hour.

 Diminished Effects Assuming the subject survives, it regains lost levels after a number of minutes equal to 10 times your caster level (maximum 120 minutes).
 Undead struck by the spell gain 1d4 temporary hit points per three caster levels (maximum 5d4 hit points).

Heightened Effects You gain 1d4 temporary hit points for each negative level you inflict with the spell. These last as long as the negative levels do (unless lost to damage before then).

ENLARGE PERSON, MASS

School transmutation; Classes magus, sorcerer/wizard CASTING

Casting Time 1 round Components V, S, M (powdered iron) EFFECT

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).

ENVIOUS URGE

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

CASTING	111 was that
Casting Time 1 standard action Components V, S	100
EFFECT	Man 1. Park
Range medium (100 ft. + 10 ft./lev Targets one creature/level, no tw than 30 ft. apart Duration 1 round/level Saving Throw Will negates; Spell	o of which can be more
DESCRIPTION	THE Y CON

You fill creatures with feelings of seething envy. Affected targets turn upon the nearest creature (whether an ally or enemy) and attempt to disarm it of a valuable weapon, steal something it is holding, or grapple it and strip it of something it prizes (your choice). Affected targets can attempt a new Will save each round as a free action to end this effect.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels).
- Heightened Effects The targets do not receive a Will saving throw to negate the spell's effect.

EXPLOSIVE RUNES

School abjuration [force]; Domain rune

Casting Time 1 standard action Components V, S EFFECT Range touch Target one touched object weighing no more than 10 lbs. 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.

FAMILIAR MELDING

F

School necromancy; Classes sorcerer/wizard, witch	
CASTING	AL IS
Casting Time 1 standard action Components V, S	10x
EFFECT	Medy Je-
Range medium (100 ft. + 10 ft./level) Target your familiar	L
Duration 1 hour/level or until you return to Saving Throw Will negates (harmless); Spell yes	
DESCRIPTION	Ja

You project your soul into your familiar, taking over its body while leaving its consciousness intact. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While possessing your familiar, you can communicate with it telepathically. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The familiar's body retains its own Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You may use any abilities the familiar has, including spells and spell-like abilities. You cannot speak unless your familiar has the ability to speak a language. You cannot cast spells with somatic components if your familiar does not have anthropomorphic limbs that can perform the appropriate motions.

As a standard action, you can return to your body as long as it is within range. If your familiar is slain while your soul is in it and your body is within range, your soul returns to your own body, unharmed. If your familiar is out of range when slain, you die. The spell ends when you shift from the familiar to your own body.

- Diminished Effects The spell's duration is reduced to 1 minute/level or until you return to your body.
- Heightened Effects The spell's range is increased to long (400 ft. + 40 ft./level).

FEAR

School necromancy [emotion, fear, mind-affecting]; Classes antipaladin, inquisitor, sorcerer/wizard, witch 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.

FIND QUARRY

School divination; Classes inquisitor, ranger CASTING Casting Time 1 standard action Components V, S, DF EFFECT Range personal Target you Duration instantaneous Saving Throw none; Spell Resistance no DESCRIPTION

You sense whether a well-known creature you can clearly visualize is within a 20-mile radius of your current location, as well as the distance and direction to the creature in relation to you. You also discern whether the creature is moving, and its direction, speed, and mode of movement. The radius you can sense increases by 5 miles for every two caster levels you have above 10th (to a maximum of a 45-mile radius at 20th level).

- Diminished Effects You can only sense if the creature is within a 10-mile radius of your current location. The radius you can sense does not increase with your caster level.
 - Heightened Effects In addition to whether the creature is moving, its direction, speed, and mode of movement, you also discern a clear picture of the creature's whereabouts at the time of the spell's casting.

FIRE OF VENGEANCE

School evocation [fire]; Classes paladin	
CASTING	
Casting Time 1 swift action Components V, S	
EFFECT	
Range special; see text Target one creature Duration see text Saving Throw none; Spell Resistance no	
DESCRIPTION	

After casting this spell, the next creature you attack using your smite evil class ability is engulfed in holy flames that flare up when the target attacks someone other than you. If at any time during the duration of your smite evil effect the target makes an attack that does not include you, it takes 3d8 points of fire damage. Once triggered in this manner, or when your smite evil ability expires, the spell ends.

> Diminished Effects If at any time during the duration of your smite evil effect the target makes an attack that does not include you, it takes 3d6 points of fire damage.

FIRE SHIELD

School evocation [fire or cold]; Classes alchemist, magus, sorcerer/wizard; Domain sun

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).

FIRE TRAP

School abjuration [fire]; Classes sorcerer/wizard

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

EFFECT

Range touch

Target object touched

Duration permanent until discharged (D)

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

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

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

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

You can use the fire-trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire-trapped object to an individual usually involves setting a password that you can share with friends.

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

Diminished Effects The spell's duration becomes one day per level.

Heightened Effects When triggered the explosion deals 1d6 points of fire damage + 1 point per caster level (maximum +25).

FIREFALL

School transmutation [fire]; Classes magus, sorcerer/wizard

CASTING

Casting Time 1 standard action Components V, S, M (one fire source) EFFECT

Range long (400 ft. + 40 ft./level) Target one fire source, up to a 20-foot cube Duration instantaneous Saving Throw Will negates and Reflex negates; see text; Spell Resistance no

DESCRIPTION

Firefall causes a fire to erupt into a geyser of dazzlingly bright liquid flame. The spell uses one fire source, which is immediately extinguished. A fire larger than a 20-foot cube is only partly extinguished. Magical fires are not extinguished, but a creature of the fire subtype used as the source takes 1 point of damage per caster level (no saving throw).

The coruscating rain of fire fills a hemispherical burst with a radius of 60 feet. All creatures and objects in the area take 5d6 points of fire damage and catch on fire. Creatures who make successful Reflex saves take half damage and don't catch on fire. Creatures within 120 feet of the original fire source are blinded for 1d4+1 rounds (Will negates).

> Diminished Effects All creatures and objects within the 6o-foot-radius burst take 5d6 points of fire damage but do not catch on fire. Creatures who make successful Reflex saves take half damage. Creatures within 120 feet of the original fire source are blinded for 1d4 rounds (Will negates).

Heightened Effects All creatures and objects within the 6o-foot-radius burst take 1d6 points of fire damage per caster level (maximum 10d6) and catch on fire. Creatures who make successful Reflex saves take half damage and don't catch on fire. Creatures within 120 feet of the original fire source are blinded for 1d6+1 rounds (Will negates).

FLAME STRIKE

School evocation [fire]; Classes druid	
CASTING	
Casting Time 1 standard action Components V, S, DF	
EFFECT	
Range medium (100 ft. + 10 ft./level)	

Area cylinder (10-ft. radius, 40-ft. high) Duration instantaneous Saving Throw Reflex half; Spell Resistance yes DESCRIPTION

A *flame strike* evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

- **Diminished Effects** The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and its area is reduced to a 20-foot high cylinder with a 5-foot radius. The spell deals a maximum of 10d6 points of damage.
- Heightened Effects The cylinder's radius increases to 15 feet and you must a single combat maneuver check (where your CMB is equal to your caster level + your Wisdom modifier) against all creatures in the affected area. When your combat maneuver check exceeds an affected creature's CMD, it is knocked prone.

FLESHWORM INFESTATION

School conjuration (summoning) [evil]; Classes cleric/oracle, inquisitor, sorcerer/wizard, witch CASTING Casting Time 1 standard action Components V, S EFFECT Range touch Target creature touched Duration 1 round/level (D) Saving Throw Fortitude partial (see text); Spell Resistance yes DESCRIPTION

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. *Fleshworm infestation* cannot be ended early by *remove disease* or *heal*, as the infestation starts anew if the current worms are slain. *Protection from evil* negates this spell's effects for as long as the two durations overlap. *Dispel evil* automatically ends a *fleshworm infestation*.

- Diminished Effects Failure on the Fortitude save means the target takes 1d4 hit points of damage and 1 points of Dexterity damage, and is staggered for 1 round.
- Heightened Effects Failure on the Fortitude save means the target takes 1d8 hit points of damage and 3 points of Dexterity damage, and is staggered for 1 round.

FLUID FORM

School transmutation [water]; Classes alchemist, CASTING

Casting Time 1 standard action	16
Components S, M (a mixture of oil and wate	er)
EFFECT	FUS
Range personal	
Target you	(A
Duration 1 minute/level	10
DESCRIPTION	11

When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to grant concealment. You gain DR 10/slashing and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect. You are treated as if you had the water subtype while this spell is in effect.

- Diminished Effects You gain only DR 5/slashing and your reach only increases by 5 feet. You
- Heightened Effects You gain cold resistance 5. You lose the cold resistance any time you submerge completely within a body of water, but instead gain fast healing 5. Once you are no longer submerged completely within a body of water, you lose the fast healing and regain the cold resistance.

FORCED REPENTANCE

School enchantment (compulsion) [emotion, mindaffecting]; Classes inquisitor, paladin CASTING Casting Time 1 standard action Components V, S, DF EFFECT Range close (25 ft. + 5 ft./2 levels) Target one evil creature without the evil subtype Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You force an evil creature that does not have the evil subtype to momentarily reflect on its past actions and be overcome by grief and conscience. The target immediately drops prone and begins to loudly confess all of its sins and transgressions to the caster for the duration of the spell. The spell immediately ends if you move out of line of sight or if the target is attacked.

- Diminished Effects The spell' duration becomes concentration, up to 1 round/level.
 - Heightened Effects You can target creatures with the evil subtype.

FREEDOM OF MOVEMENT

School abjuration; Classes alchemist, bard, cleric/oracle, druid, inquisitor, ranger; Domain liberation, luck CASTING Casting Time 1 standard action Components V, S, M (a leather strip bound to the target), DF EFFECT Range personal or touch Target you or creature touched Duration 10 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, grant water breathing.

> Diminished Effects The target creature only receives a +4 enhancement bonus against effects and magic that impedes movement, CMD to become grappled, and CMB or Escape Artist checks to escape being grappled or pinned. The spell does not affect creatures under water.

Heightened Effects The spell affects all creatures in a 10-foot-radius burst centered on you.

GEAS, LESSER

School enchantment (compulsion) [curse, languagedependent, mind-affecting]; **Classes** inquisitor, sorcerer/wizard, witch

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.

GEYSER

School conjuration (creation) [fire, water]; Classes druid; Bloodline aquatic

CASTING

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

LITECT

Range long (400 ft. + 40 ft./level) Effect spout of boiling water filling a 5 ft. square and spraying upward 10 ft./2 levels Duration concentration + 1 round/level Saving Throw Reflex partial (see below); Spell Resistance no

DESCRIPTION

You cause a column of boiling water to spring forth from any horizontal surface, knocking over creatures directly over it and exposing nearby creatures to searing droplets as its spray falls back to the ground.

Any creature entering the geyser, or occupying the square it appears in, must make a Reflex saving throw to avoid being hurled into the air and then tossed to the ground. If the creature fails its saving throw, it takes 3d6 points of fire damage from the boiling water and also takes falling damage based upon the height of the geyser (e.g., if the geyser is 50 feet tall, the creature takes 5d6 falling damage), landing prone in a random square adjacent to the geyser. A successful saving throw halves the damage and negates the falling damage, and the creature is moved to the closest square adjacent to the geyser (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it). This movement does not provoke attacks of opportunity and does not count toward the creature's normal movement.

In addition, the *geyser* sprays boiling water in a hemispherical emanation around its square. The radius of this emanation is equal to one-half the *geyser*'s height (e.g., a 50-foot *geyser* has a 25-foot-radius emanation). Any creature within this area, including yourself, takes 1d6 points of fire damage each round as droplets of boiling water cascade on them.

You can choose to make a smaller *geyser* than your level permits if an obstruction prevents it from reaching its full height, or if you simply want to create a spread of boiling rain that's smaller than what would be created by a full-height *geyser* spell.

- Diminished Effects The spell's effect is reduced to a spout of boiling water filling a 5 ft. square and spraying upward 10 feet per four caster levels. Any creature entering the geyser, or occupying the square it appears in, which fails its Reflex save only takes 3d4 points of fire damage from the boiling water (in addition to the falling damage). Any creature within the hemispherical emanation takes 1d4 points of fire damage each round.
- Heightened Effects Once per round as a standard action, you can move the geyser to a new square within the spell's range.

GHOSTBANE DIRGE, MASS

School transmutation; Classes bard 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.

GIANT VERMIN

School transmutation; Classes cleric/oracle, druid CASTING Casting Time 1 standard action Components V, S, DF

EFFECT Range close (25 ft. + 5 ft./2 levels) Targets 1 or more vermin, no two of which can be more than 30 ft. apart Duration 1 min./level

Saving Throw none; Spell Resistance yes DESCRIPTION

You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider). The number of vermin which can be affected by this spell depends on your caster level, as noted on the table below.

Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack, " "Defend, " "Stop, " and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whomever or whatever is near them.

Caster Level	Centipedes	Scorpions	Spiders
9 th or lower	3	1	2
10 th -13 th	4	2	3
14 th —17 th	6	3	4
18 th –19 th	8	4	5
20 th or higher	12	6	8

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

Heightened Effects You turn a number of HD of any combination of normal-sized centipedes, scorpions, or spiders into their giant counterparts (so a single casting can affect both a centipede and a spider). Use the HD of the giant versions of the vermin to calculate the total HD of the affected vermin (giant centipedes have 1 HD, giant scorpions have 5 HD, and giant spiders have 3 HD). The number of HD of vermin which can be affected by this spell depends on your caster level, as noted on the table below.

Caster Level	HD	
9 th or lower	8	/
10 th -13 th	16	5
14 th —17 th	24	A
18 th -19 th	32	
20 th or higher	48	1

So a 9th level druid could affect one scorpion and one spider; or two centipedes and two spiders; or any combination that adds up to 8 HD or less of giant vermin.

GROVE OF RESPITE

School conjuration (creation); Classes druid, ranger CASTING

Casting Time 10 minutes Component V, S, M/DF (a leaf or blade of grass and a drop of water)

EFFECT

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

You conjure a sheltered grove of trees surrounding a shallow spring. The grove appears from nowhere even in the most barren, rocky soil regardless of season, but the spell must be cast outside on open ground.

The area within the grove is temperate and comfortable, like that of a *tiny hut*, although the grove provides no illumination and provides no protection from the elements. The water in the grove's spring is clean and drinkable. Additionally, the trees provide a variety of ripe fruit, regardless of season, which acts as a *goodberry* spell for up to eight people. The grove is warded with an *alarm* spell that alerts you whenever any creature enters the area. Once the spell expires, the grove vanishes, including all fruit, water, and other materials from it, although any nourishment or healing gained from its effects remains.

- Diminished Effects The spell's duration is reduced to 1 hour/level.
- Heightened Effects Any living creature that spends at least 8 uninterrupted hours in the grove (including yourself) heals damage as if affected by a cure light wounds spell (using your caster level).

H

HALLUCINATORY TERRAIN

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

CASTING
Casting Time 10 minutes Components V, S, M (a stone, a twig, and a green leaf)
EFFECT
Range long (400 ft. + 40 ft./level)
Area one 30-ft. cube/level (S)
Duration 2 hours/level (D)
Saving Throw Will disbelief (if interacted with); Spell
Resistance no
DESCRIPTION

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

- Diminished Effects The spell's range is reduced to medium (100 ft. + 10 ft./level) and its duration is reduced to 1 hour/level.
- Heightened Effects The spell's area becomes one 50-foot cube/level.

HEROIC FINALE

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

Casting Time 1 standard action	
Components V, S	
EFFECT	
Range close (25 ft. + 5 ft./2 levels)	
Target one 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 the performance, and one creature within range affected by your bardic performance can make a move action or a standard action of their choice. Diminished Effects The spell's range is reduced to 10 feet.

Heightened Effects The spell's range increases to medium (100 ft. + 10 ft./level).

HEROISM

School enchantment (compulsion) [mind-affecting]; Domain charm

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.

HOLD MONSTER

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

CASTING Casting Time 1 standard action Components: V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail) EFFECT

Range medium (100 ft. + 10 ft./level) Target one living 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 living creature per three caster levels, no two of which can be more than 30 feet apart.

HOLY SMITE

School evocation [good]; Classes cleric/oracle, inquisitor; Domain glory, good	
CASTING	A. S. F. S.
Casting Time 1 standard action Components V, S	
EFFECT	C. Parties
Range medium (100 ft. + 10 ft./level) Area 20-ftradius burst	
Duration instantaneous (1 round); see text Saving Throw Will partial; see text; Spell Resista	nce yes
DESCRIPTION	1.13

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 1od6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Diminished Effects Only evil creatures within the burst's radius are affected.

Heightened Effects The spell deals 1d10 points of damage per two caster levels (maximum 5d10) to each evil creature in the area (or 1d8 points of damage per caster level, maximum 1od8, to an evil outsider) and causes it to become blinded for 1d4 rounds.

HOLY SWORD

School evocation [good]; Classes paladin	
CASTING	
Casting Time 1 standard action	
Components V, S	
EFFECT	
Range touch	
Target melee weapon touched	
Duration 1 round/level	
Saving Throw none; Spell Resistance no	
DESCRIPTION	12

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a magic circle against evil effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

- Diminished Effects The weapon does not emit a magic circle against evil effect.
 - Heightened Effects In addition to the above abilities, the weapon also gains one of the following special abilities: *anarchic* (extra 2d6 damage against lawful opponents), *axiomatic* (extra 2d6 damage against chaotic opponents), or *flaming burst* (extra 1d6 points of fire damage plus additional 1d10 points of fire damage on a successful critical hit) special ability; based on your choice of deity.

ICE STORM

School evocation [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 (20-ft. radius, 40 ft. high) Duration 1 round/level (D) Saving Throw none; Spell Resistance yes DESCRIPTION

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning

damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Diminished Effects The spell only deals 2d6 points of bludgeoning damage and 1d6 points of cold damage to every creature in the area.

Heightened Effects The spell's area increases to a 25-foot radius cylinder, and it deals 4d6 points of bludgeoning damage and 3d6 points of cold damage to every creature in the area.

ILLUSORY WALL

School illusion (figment); Classes sorcerer/wizard

Casting Time 1 standard action Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels) Effect image 1 ft. by 10 ft. by 10 ft. Duration permanent Saving Throw Will disbelief (if interacted with); Spell Resistance no DESCRIPTION

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear. Although the caster can see through his *illusory wall*, other creatures cannot, even if they succeed at their will save (but they do learn that it is not real).

- Diminished Effects The spell's duration becomes 1 day/level.
- Heightened Effects The spell's effect becomes an image 1 foot by 20 feet by 20 feet.

IMBUE WITH SPELL ABILITY

School evocation; Classes cleric/oracle; Domain community, magic

CASTING	1
Casting Time 10 minutes	
Components V, S, DF	

EFFECT

Range touch

Target creature touched; see text Duration permanent until discharged (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this boon. Only cleric/oracle spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

HD of Recipient	Spells Imbued
2 or lower	One 1st-level spell
3-4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th level spell to replace it until the

recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must be able to move freely. To cast a spell with a material component or focus, it must have the materials or focus.

- **Diminished Effects** The subject can only be granted one 1st-level spell.
 - Heightened Effects You may imbue a creature of 7 HD or more with one to three 1st-level spells, one or two 2nd-level spells, and one 3rd-level spell.

INFLICT CRITICAL WOUNDS

School necromancy; Classes cleric/oracle, inquisitor; Domain destruction

CASTING	
Casting Time 1 standard action	
Components V, S	
EFFECT	11
Range touch	
Target creature touched	
Duration instantaneous	
Saving Throw Will half; see text; Spell Resis	tance yes
DESCRIPTION	-4/

When laying your hand upon a creature, you channel negative energy that deals 4d8 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Diminished Effects The spell deals 3d8 points of damage + 1 point per caster level (maximum +15).

- Heightened Effects The spell deals 5d8 points of damage + 1 point per caster level (maximum +25).
- Caution! Spells Merge! This spell combines the effects of the following spells: *inflict serious wounds* and *inflict critical wounds*.

INTERROGATION, GREATER

School necromancy [evil, pain]; Classes inquisitor

Casting Time 1 round	
Components V, S	State.
EFFECT	() En
Range touch	Æ
Target living creature touched	111134
Duration 1 minute/level	11 -
Saving Throw Fortitude negates; Spell Resista	nce yes
DESCRIPTION	States -

You question the target, backed up by the threat of magical pain. You may ask one question per caster level. The target can either answer the question or take 1d8 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

- Diminished Effects You may only ask one question per two caster levels. The target can either answer the question or take 1d6 points of damage plus your Wisdom bonus, and the target only takes a -2 penalty on Bluff checks to convince you when it is lying.
 - **Heightened Effects** The target can either answer the question or take 1d10 points of damage plus your Wisdom bonus, and the target takes a –6 penalty on Bluff checks to convince you when it is lying.

INVISIBILITY, GREATER

School illusion (glamer); Classes alchemist, antipaladin, bard, inquisitor, magus, sorcerer/wizard 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 duration becomes concentration, up to 1 round/level (maximum 5 rounds).
- Heightened Effects The spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient. Those affected by this

spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

JUDGMENT LIGHT

School evocation [light]; Classes inquisitor		1 Arts	
CASTING	(2. 0.0)	P.C	
Casting Time 1 standard action Components V, S			
EFFECT		11	
Range personal	Stat 1		
Area 30-ftradius burst	States V.	11	
Duration instantaneous, see text		1 _	
DESCRIPTION	11	G	

An inquisitor may only cast this spell while she has a judgment active. When she does cast this spell, it causes one or more of the following effects based on the inquisitor's active judgments.

Destruction: Red light erupts from the caster. Enemies in the area take 4d8 points of damage and become shaken for 1d4 rounds. A successful Will saving throw halves the damage and negates the shaken effect.

Healing: Green light erupts from the caster. Allies in the area regain a number of hit points equal to 1d8 + the caster's Wisdom modifier.

Justice: Blue light erupts from the caster, revealing hidden and invisible creatures to all. The light outlines such creatures for 1 round per caster level, imposing a –20 penalty on Stealth checks on those creatures.

Piercing: Violet light erupts from the caster, reducing the spell resistance of enemies within the burst by 5 for 1 round per caster level.

Protection: Amber light erupts from the caster, granting allies in the burst a +2 sacred bonus to AC and CMD, and a +4 bonus to AC against critical confirmation attack rolls for 1 round per caster level.

Purity: White light erupts from the caster, allowing each ally within the burst to attempt a saving throw against a single effect that allows a saving throw with a +2 sacred bonus on the roll.

Resiliency: Golden light erupts from the caster, granting allies within the burst DR 3/magic or the alignment your judgment allows for 1 round per caster level.

Resistance: Copper light erupts from the caster, granting allies within the burst resistance 5 against the energy the judgment protects the inquisitor against when she casts this spell for 1 round per caster level.

Smiting: Silver light erupts from the caster, making allies' weapons within the burst count as magic, the alignment her weapon is, and adamantine for purposes of overcoming damage reduction for 1 round per caster level.

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Diminished Effects The spell causes one or more of the following effects based on the inquisitor's active judgments.

Destruction: Enemies in the area take 4d8 points of damage but do not become shaken.

Healing: Allies in the area regain a number of hit points equal to 1d6 + the caster's Wisdom modifier.

Justice: The light outlines hidden and invisible creatures for 1 round (maximum 5 rounds).

Piercing: The spell resistance of enemies within the burst is reduced by 5 for 1 round.

Protection: Allies in the burst gain a +2 sacred bonus to AC and CMD and a +4

bonus to AC against critical confirmation attack rolls for 1 round.

Purity: Each ally within the burst is allowed to attempt a saving throw against a single effect that allows a saving throw with a +1 sacred bonus on the roll.

Resiliency: Allies within the burst gain DR 3/magic or the alignment your judgment allows for 1 round.

Resistance: Allies within the burst gain resistance 5 against the energy the judgment protects the inquisitor against when she casts this spell for 1 round.

Smiting: Allies' weapons within the burst count as magic, the alignment her weapon is, and adamantine for purposes of overcoming damage reduction for 1 round.

Heightened Effects The spell causes one or more of the following effects based on the inquisitor's active judgments.

Destruction: Enemies in the area take 4d10 points of damage and become shaken for 1d6 rounds.

Healing: Allies in the area regain a number of hit points equal to 1d10 + the caster's Wisdom modifier.

Justice: The light outlines hidden and invisible creatures for 1 round per caster level, imposing a –30 penalty on Stealth checks on those creatures.

Piercing: Violet The spell resistance of enemies within the burst is reduced by 10 for 1 round per caster level.

Protection: Allies in the burst gain a +3 sacred bonus to AC and CMD, and a +6 bonus to AC against critical

confirmation attack rolls for 1 round per caster level.

Purity: Each ally within the burst is allowed to attempt a saving throw against a single effect that allows a saving throw with a +3 sacred bonus on the roll.

Resiliency: Allies within the burst gain DR 5/magic or the alignment your judgment allows for 1 round per caster level.

Resistance: Allies within the burst gain resistance 10 against the energy the judgment protects the inquisitor against when she casts this spell for 1 round per caster level.

Smiting: Allies' weapons within the burst count as magic, the alignment her weapon is, and adamantine for purposes of overcoming damage reduction for 1 round per caster level. In addition, allies' weapons gain the bane weapon property matching your bane class ability (if active).

KING'S CASTLE

School conjuration (teleportation); Classes paladin
CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Κ

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

This spell allows you to switch places with an ally. When you cast this spell, choose a single ally within range. You teleport to your ally's space while your ally teleports to your former space.

Diminished Effects The spell's range is reduced to 10 feet.

LEASHED SHACKLES

School evocation [force]; Classes inquisitor,

CASTING	aparil To
Casting Time 1 standard action Components V, S	1.
EFFECT	1
Range medium (100 ft. +10 ft./leve	l)
Target one creature	
Demotion 1 minute /laval	Service Contraction

Duration 1 minute/level Saving Throw Reflex negates; Spell Resistance yes DESCRIPTION

You create shackles of force that attach to the target's limbs. You designate an object or location within 30 feet of the target for the shackles to anchor themselves to; this must be the ground, a wall, or a sturdy structure for the anchoring to occur. The target is entangled, and cannot move more than 30 feet from the anchor point of the spell. The shackle itself cannot be attacked (though it can be dispelled), but if the object or area it is attached to is broken, the target is free to move away (though it is still entangled).

- **Diminished Effects** The spell's range is reduced to close (25 ft. + 5 ft./2 levels).
- Heightened Effects The DC to dispel the shackle is equal to 16 + the spell's caster level.

LEGEND LORE

School divination; Classes bard

CASTING

Casting Time see text Components V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each) EFFECT

Range personal

Target you Duration see text

DESCRIPTION

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 × 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary, " as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

- Diminished Effects The spell only returns information on a person, place, or thing of "mythic" importance (for example,
 - characters who have an effective character level of 16 or higher, the sorts of creatures

they contend with, and minor and major artifacts).

Heightened Effects The spell can return information on a person, place, or thing of "heroic" importance (for example, characters who have an effective character level of 6 or higher, the sorts of creatures they contend with, and the major magic items they wield).

LIFE BUBBLE

School abjuration; Classes druid 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.

LITANY OF ESCAPE

School conjuration (teleportation) [language dependent]; **Classes** inquisitor

CASTING

Casting Time 1 swift action Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one willing creature that is grappled Duration instantaneous Saving Throw no; Spell Resistance yes DESCRIPTION

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 MADNESS

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

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

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 or more rounds (see below) Saving Throw no, see below; Spell Resistance yes DESCRIPTION

This litany is a sermon of madness. The target is confused. At the start of each of its turns, it can make a Will saving throw against the confused effect (DC of the spell). If the target fails the save, it continues to be confused. If it makes the save, the effect ends.

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

Diminished Effects The spell's casting time increases to 1 standard action.

LITANY OF SIGHT

School divination; Classes inquisitor	3311
CASTING	SALA
Casting Time 1 swift action Components V, S, DF	10
EFFECT	CREAN VI
Range personal Target you	9/1
Duration 1 round	All 3
Saving Throw no; Spell Resistance yes	1. Santa
DESCRIPTION	The states

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).

LITANY OF THUNDER

School evocation [language dependent, sonic]; Classes antipaladin, paladin

CASTING

Casting Time 1 swift action Components V, S, DF

EFFECT

J

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

You call down a thunderous boom upon your enemy. The target becomes deafened until the condition is removed, and is confused for 1 round.

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

Diminished Effects The spell's casting time increases to 1 standard action.

Heightened Effects The target creature is confused for 1d4 rounds.

LITANY OF VENGEANCE

School transmutation [language dependent]; Classes antipaladin, paladin CASTING

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

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

This litany causes your enemy to feel the pain of blows more sharply. Anyone who hits the target with an attack gains a +5 sacred or profane bonus (depending on the alignment of the caster) to that attack's damage. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

- Diminished Effects The spell's casting time increases to 1 standard action.
 - Heightened Effects The spell's duration increases to concentration (maximum 1 round/level) (D).

LOCATE CREATURE

School divination; Classes bard, sorcerer/wizard

Casting Time 1 standard action Components V, S, M (fur from a bloodhound)

EFFECT Range long (400 ft. + 40 ft./level) Area circle, centered on you, with a radius of 400 ft. + 40 ft./level Duration 10 min./level

Saving Throw none; Spell Resistance no DESCRIPTION

This spell functions like *locate object*, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

 Diminished Effects The spell's range is reduced to medium (100 ft. +10 ft./level). The spell can only locate a specific creature known to you.

 Heightened Effects The spell can overcome nondetection, but you 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 the spellcaster cast *nondetection* on themself, the DC is 15 + their caster level.

Μ

MAGE'S FAITHFUL HOUND

School conjuration (creation); Classes summoner CASTING

Casting Time 1 standard action Components V, S, M (a tiny silver whistle, a piece of bone, and a thread) EFFECT

Range close (25 ft. + 5 ft./2 levels) Effect phantom watchdog Duration 1 hour/caster level or until discharged, then 1 round/caster level; see text Saving Throw none; Spell Resistance no

DESCRIPTION

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal Creatures It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature (see *invisibility*).

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

- Diminished Effects The hound has only a +8 attack bonus and only deals 1d8+1 points of piercing damage with its bite attack.
- Heightened Effects The hound has a +12 attack bonus and deals 2d8+5 points of piercing damage with its bite attack.

MAGIC JAR

School necromancy; Classes summoner CASTING Casting Time 1 standard action Components V, S, F (a gem or crystal worth at least 100 gp) EFFECT Range medium (100 ft. + 10 ft./level) Target one creature Denotion 1 here fluxed exact in second here here

Duration 1 hour/level or until you return to your body Saving Throw Will negates; see text; Spell Resistance yes

DESCRIPTION

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the

same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond

the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or the host's location.

- Diminished Effects The spell's duration is reduced to 10 minutes/level, or until you return to your body. Failure to take over the host imprisons your life force in the magic jar for the duration of the spell.
- Heightened Effects While you still cannot determine the exact creature types or positions of the creatures you sense with magic jar, you can select a specific creature you have sensed to attempt to possess.

MAGIC SIEGE ENGINE, GREATER

School transmutation; Classes antipaladin, inquisitor, paladin, sorcerer/wizard

CASTING
Casting Time 1 standard action
Components V, S, M/DF (black powder)
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Target one siege engine
Duration 1 hour/level
Saving Throw Will negates (harmless, object); Spell
Resistance yes (harmless, object)
DESCRIPTION

This spell imbues an indirect fire siege weapon with an enhancement bonus on targeting and damage rolls of +1 per four caster levels (maximum +5). If used on a direct-fire siege weapon, this spell functions as *greater magic weapon*.

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 siege engines, and you divide the duration in 1-hour intervals among the imbued siege engines.

MAGIC WEAPON, GREATER

School transmutation; Classes cleric/oracle	The state
CASTING	
Casting Time 1 standard action Components V, S, M/DF (powdered lime and carbon)	
EFFECT	1
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.

MALFUNCTION

School transmutation; Classes sorcerer/wizard
CASTING
Casting Time 1 standard action Components V, S
EFFECT
Range close (25 ft. + 5 ft./2 levels) Area one construct
Duration 1 round/level (D) Saving Throw Fortitude negates; Spell Resistance yes
DESCRIPTION

This spell causes confusion in the target, making it unable to determine their actions. Roll on the following table at the start of the subject's turn each round to see what it does in that round.

d%	Behavior	
01–25	Act normally	
26–50	Take no actions	
51-75	Deal 1d8 points of damage + Str modifier to self with item in hand	
76–100	Attack nearest creature	

A malfunctioning construct which can't carry out the indicated action takes no actions on its turn (but may still make attacks of opportunity). Attackers are not at any special advantage when attacking a malfunctioning construct. Any malfunctioning construct which is attacked automatically attacks its attackers on its next turn, as long as it is still malfunctioning when its turn comes. Note that a malfunctioning construct 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 duration is reduced to 1 round.
- Heightened Effects The spell's range is increased to medium (100 ft. + 10 ft./level), and it affects all constructs in a 15-footradius burst.

Caution! Spells Merge! The spell's school was changed to "transmutation" as there is no "transformation" school and constructs are immune to mind-affecting effects.

MALICIOUS SPITE

School enchantment (compulsion) [emotion, mindaffecting]; Classes sorcerer/wizard

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.

MARK OF JUSTICE

School necromancy; Classes paladin CASTING Casting Time 10 minutes Components V, S, DF EFFECT Range touch Target creature touched Duration permanent; see text Saving Throw none; Spell Resistance yes DESCRIPTION

You mark a subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of undesirable behavior that activates the mark, but you can pick any act you please. The effect of the mark is one of the following.

- –6 decrease to an ability score (minimum 1).
- –4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own effect, but it should be no more powerful than those described above.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove*

curse, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of justice* caster level. These restrictions apply regardless of whether the mark has activated.

- Diminished Effects The spell's duration becomes 1 week/level. In addition, the effect of an activated mark of justice is limited to one of the following.
 - –4 decrease to an ability score (minimum 1).
 - –2 penalty on attack rolls, saves, ability checks, and skill checks.
 - Each turn, the target has a 50% chance to act normally; otherwise, it becomes shaken.
 - **Heightened Effects** The DC to remove the *mark of justice* is equal to the save DC +5.

MNEMONIC ENHANCER

School transmutation; Classes wizard

CASTING

Casting Time 10 minutes

Components V, S, M (a piece of string, and ink consisting of squid secretion mixed with black dragon's blood), F (an ivory plaque worth 50 gp)

Range personal Target you Duration instantaneous

DESCRIPTION

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

Prepare: You prepare up to three additional levels of spells. A cantrip counts as ½ level for this purpose. You prepare and cast these spells normally.

Retain: You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the *mnemonic enhancer*. This restores the previously cast spell to your mind. In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

- Diminished Effects You can only prepare up to two additional levels of spells or retain any spell of 2nd level or lower.
- Heightened Effects You can prepare up to four additional levels of spells or retain any spell of 4th level or lower.

MODIFY MEMORY

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

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

- Diminished Effects You can only modify up to 1 minute of the target's memories.
- Heightened Effects You can modify up to 30 minutes of the target's memories.

MOONSTRUCK

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

CASTING

Casting Time 1 standard action Components V, S, M (a pinch of powdered moonstone) EFFECT Range medium (100 ft. + 10 ft./level)

Target one humanoid creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

You invoke the mystical power of the moon to drive the target into a mad, bestial frenzy. If the target fails its save, it is dazed for 1 round, dropping held items as its nails and teeth elongate and sharpen. The target gains a bite attack and two claw attacks that deal damage appropriate for the creature's size, and for the remainder of the spell's duration the target behaves as if under simultaneous *rage* and *confusion* spells, attacking with its natural weapons in preference to other actions. During the final round of the spell's duration, the target is again dazed as it returns to its normal state.

Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and the target gains a bite attack and two claw attacks that deal damage equal to that of a creature one size category smaller than its size. Heightened Effects The target's size increases by one size category for the duration of the spell, as if under the enlarge person spell (+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). This also increases the damage dealt by the target's bite and claw attacks.

MUTAGENIC TOUCH

School transmutation; Classes alchemist CASTING Casting Time 1 standard action Components V, S, M (a whole fingernail) EFFECT Range touch Target creature touched Duration special (see below) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

When you are under of the effects of your mutagen, you can cast this spell to safely pass it to another creature with a touch. You must make a successful touch attack against the target. On a hit, the effect of the mutagen passes to the target touched, though in a lesser form. The mutagen's effect ends for you, and passes on to the creature touched, but the target only gets half of the alchemical bonus to the physical ability score you chose when took the mutagen, and twice the penalty to the corresponding mental ability score. If the target's mental ability score drops below 3, the target is also confused for the remaining duration of the mutagen. The mutagen continues until the duration has ended. It can be ended earlier if the target drinks or is fed the contents of a vial of antitoxin, but with only 50% chance of success.

You can use this spell on a mutagen with either the greater mutagen discovery or the advanced mutagen class ability. When you do, you always pass on half the alchemical bonus to physical abilities and twice the penalty to the mental ability score.

- **Diminished Effects** The mutagen continues for only half the remaining duration and then it ends. If the target drinks or is fed the contents of a vial of antitoxin, there is 75% chance of success.
- Heightened Effects You can use this spell on a cognatogen or a cognatogen with the greater cognatogen discovery. The creature only gets half the alchemical bonus to the mental ability you chose when you took the cognatogen, and twice the penalty to the corresponding physical ability score. If the target's physical ability score drops below 3, the target is also staggered for the remaining duration of the mutagen.

Caution! Spells Merge! The text "*advance* mutagen" in the original text was changed to "*advanced* mutagen class ability" because there is not an "*advance* mutagen" discovery. It has been assumed that this is referring to the advanced mutagen class ability of the master chymist prestige class. Another option is that it may be referring to the "*grand* mutagen" discovery.

N

NAMED BULLET

School divination; Classes ranger

CASTING Casting Time 1 standard action Components V, S, M/DF (an item from the selected creature or creature type)

EFFECT

Range touch Target one piece of ammunition or one thrown weapon Duration 10 minutes/level or until discharged Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object) DESCRIPTION

You imbue the target with deadly accuracy against

a selected creature type (and subtype for humanoids or outsiders) or a specific creature you know and can name. When used against the selected creature, the ammunition never misfires and is unaffected by concealment (but not total concealment), and at a range of 30 feet or less, the attack targets the selected creature's touch AC. When the target hits the selected creature, you must overcome that creature's spell resistance, or this spell has no effect. A normal hit scored using the target against the selected creature is considered to be a critical threat and deals 3 extra points of damage per two caster levels (maximum 30), which is not multiplied on a critical hit. A natural critical hit deals the same extra damage, but that damage is multiplied due to the critical.

Once the target is used to attack the selected creature, successfully or not, this spell is discharged.

- Diminished Effects A normal hit scored using the target against the selected creature is considered to be a critical threat and deals 1 extra point of damage per caster level (maximum 20).
- Heightened Effects A normal hit scored using the target against the selected

creature is considered to be a critical threat and deals 2 extra points of damage per caster level (maximum 40).

Caution! Spells Merge! This spell combines the effects of the following spells: named bullet and greater named bullet.

NEUTRALIZE POISON

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

CASTING

Casting Time 1 standard action Components V, S, M/DF (charcoal) EFFECT

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 ranger

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*.

OATH OF PEACE

CASTING	
Casting Time 1 standard action Components V, S	010
EFFECT	1
Range personal	1
Target you	
Duration 1 round/level	

Entreating your deity for aid, you make a temporary oath of peace, granting you superior defenses but means you can't attack for the duration of the oath. For as long as you are subject to this spell, you gain a +5 sacred bonus to AC and on saving throws, as well as DR 10/evil. If you make a direct or indirect attack or any show any hostility toward any creature, the spell immediately ends.

> **Diminished Effects** You gain a +2 sacred bonus to AC and on saving throws, as well as DR 5/evil.

OBSIDIAN FLOW

School transmutation [earth, fire]; Classes druid, sorcerer/wizard

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.

ORACLE'S VESSEL

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

The target gains all the benefits of your oracle's curse, with none of the penalties. In some cases, this has no effect (for example, a fighter with your haunted curse can't cast spells and doesn't gain any benefit from having additional spells known).

- Diminished Effects The spell's duration is reduced to 1 round/level.
- Heightened Effects The spell's target becomes one or creature more creatures,

and you divide the duration in 1-minute intervals among the creatures.

ORDER'S WRATH

School evocation [lawful]; Classes cleric/oracle, inquisitor; Domain law

CASTING Casting Time 1 standard action Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)

Area nonlawful creatures within a burst that fills a 30-ft. cube

Duration instantaneous (1 round); see text Saving Throw Will partial; see text; Spell Resistance yes DESCRIPTION

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 1od6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

- Diminished Effects Only chaotic creatures within the burst's radius are affected.
- Heightened Effects The spell deals 1d10 points of damage per two caster levels (maximum 5d10) to chaotic creatures (or 1d8 points of damage per caster level, maximum 1od8, to chaotic outsiders) and dazes them for 1d4 rounds.

OVERLAND FLIGHT

School transmutation; Classes summoner		
CASTING		1
Casting Time 1 standard action Components V, S		
EFFECT		1
Range personal Target you Duration 1 hour/level	ART .	
DESCRIPTION		12

You can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. You can ascend at half speed and descend at double speed, and your maneuverability is good. Using an *overland flight* spell requires only as much concentration as walking, so you can attack or cast spells normally. You cannot carry aloft more weight than your maximum load, plus any armor you wear. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Should the spell duration expire while you are still aloft, the magic fails slowly. You float downward 60 feet per round for 1d6 rounds. If you reach the ground in that amount of time, you lands safely. If not, you fall the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, you also descend safely in this way if the *overland flight* spell is dispelled, but not if it is negated by an *antimagic field*.

- Diminished Effects The spell's duration is reduced to 10 minutes/level.
- Heightened Effects The spell's range becomes touch and its target becomes one creature.

OVERWHELMING GRIEF

School enchantment (compulsion) [emotion, mindaffecting]; Classes sorcerer/wizard CASTING

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

EFFECT Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level 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.

PAIN STRIKE

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

Casting Time 1 standard action Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels)

Effect 10-ft.-radius burst Duration 1 round/level (D) Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

Pain strike racks all living creatures in the area of effect with agony, inflicting 1d6 points of nonlethal damage per round for 1 round per level (maximum 10 rounds). Additionally, the affected creatures are sickened for the spell's duration, and the caster gains a +4 circumstance bonus on Intimidate checks against the targets.

- Diminished Effects Instead of a burst effect, the spell can target one living creature.
- Heightened Effects Instead of a burst effect, the spell can target one living creature per level, no two of which can be more than 30 feet apart.
- Caution! Spells Merge! This spell combines the effects of the following spells: pain strike and mass pain strike.

PELLET BLAST

School conjuration (creation); Classes magus

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.

PHANTASMAL KILLER

School illusion (phantasm) [emotion, fear, mindaffecting]; Classes magus, sorcerer/wizard, witch; Domain nightmare

CASTING

Casting Time 1 standard action Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level) Target one living creature Duration instantaneous Saving Throw Will disbelief, then Fortitude partial; see text; Spell Resistance yes

DESCRIPTION

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Diminished Effects If the subject fails its Fortitude save, it only takes 10d6 damage and is stunned for 1 round. If it's Fortitude save is successful, the subject still takes 3d4 points of damage.

Heightened Effects Even if the subject's
 Fortitude save is successful, the subject takes 3d8 points of damage.

PLAGUE CARRIER

School necromancy [disease, evil]; Classes cleric/oracle, druid

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

The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier).

- Diminished Effects The spell's range becomes personal and its target becomes you.
- Heightened Effects The target's natural attacks instead carry bubonic plague.

PLANAR BINDING

School conjuration (calling) [see text]; Classes summoner

CASTING Casting Time 10 minutes

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels); see text Target one elemental or outsider with 6 HD or less Duration instantaneous Saving Throw Will negates; Spell Resistance no and yes; see text DESCRIPTION

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a

specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +o to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the Charisma check, the creature breaks free of the spell's effect and can escape or attack you.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free (with the same

chance to resist as when it was trapped). Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

- Diminished Effects You may only call a single outsider of 4 HD or less.
- Heightened Effects You may call a single outsider of 12 HD or less, or up to three outsiders of the same kind whose Hit Dice total no more than 12, which cannot be more than 30 ft. apart when they appear. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.
- Caution! Spells Merge! This spell combines the effects of the following spells: *lesser planar binding* and *planar binding*.

POISON

School necromancy [poison]; **Classes** antipaladin, cleric/oracle, witch; **Domain** decay

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.

PRIMAL SCREAM

School abjuration [mind-affecting, sonic]; Classes bard

- Casting Time 1 standard action Components V EFFECT Range personal Target you
- Duration 1 round/level

DESCRIPTION

You voice a mighty yell from the depths of your soul, invigorating yourself and dispelling enchantment and paralysis effects. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. If the caster level check to break the hostile effect succeeds, you give voice to your scream and the spell takes effect normally; if not, this spell fails without further effect. If the spell is one that cannot be dispelled by dispel magic, primal scream works only if that spell is 5th level or lower. You can cast this spell even when paralyzed or unable to speak because of an enchantment effect, but not in an area of silence, if you are unable to speak for reasons other than enchantments or paralysis (for example, if you are gagged), or if cast in an environment where speaking is not possible.

Diminished Effects You can only dispel one enchantment or paralysis effect. If you under the effect of multiple enchantment and paralysis effects, you make one caster level check (1d20 + caster level, maximum +10) and compare that to the spell with highest 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 you, or you have failed to dispel every spell. If the spell is one that cannot be dispelled by *dispel magic*, *primal scream* works only if that spell is 4th level or lower.

Heightened Effects The is no maximum bonus on the caster level check, and if the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 6th level or lower.

PURIFIED CALLING

School conjuration (healing); Classes summoner	
CASTING	11/6
Casting Time 1 standard action Components V, S, M (a stick of incense)	HA
EFFECT	PAR PROPERTY
Range personal	
Target you	No. ME
Duration 1 minute	0.50-11
DESCRIPTION	03/

Your eidolon is restored to full health when you summon it. Upon casting this spell, you must immediately begin the ritual to summon your eidolon. Upon completion of the ritual, your eidolon appears at full hit points and without any damage or penalties to its ability scores, regardless of its previous condition. In addition, any temporary negative conditions affecting your eidolon are immediately removed. Permanent conditions and ability drain are not affected by this spell.

Diminished Effects Upon completion of the summoning ritual, your eidolon appears at full hit points. Temporary ability damage and negative conditions are not affected by this version of the spell.

Heightened Effects You may include a material component of diamond dust worth 100 gp, and, upon completion of the summoning ritual, your eidolon appears with all points permanently drained from a single ability score restored (your choice if more than one is drained).

R

RAINBOW PATTERN

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

Casting Time 1 standard action **Components** V (bard only), S, M (a piece of phosphor), F (a crystal prism); see text

EFFECT

Range medium (100 ft. + 10 ft./level) Effect colorful lights with a 20-ft.-radius spread Duration Concentration +1 round/level (D) Saving Throw Will negates; Spell Resistance yes DESCRIPTION

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. *Rainbow pattern* fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.

With a simple gesture (a free action), you can make the *rainbow pattern* move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

- Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels), and can only affect a maximum of 18 HD of creatures.
- Heightened Effects The spell can affect up to 30 HD of creatures. In addition, a creatures who are no longer affected by the spell (due to the spell ending, a creature succeeding at a secondary save due to danger, or its view of the lights being completely blocked) are subsequently shaken for 1d3 rounds.

RAISE ANIMAL COMPANION

School conjuration (healing); Classes paladin, ranger
CASTING
Casting Time 1 minute Components V, S, M (a diamond worth 1, 000 gp)
EFFECT
Range touch Target dead animal companion or bonded mount Duration instantaneous Saving Throw none, see text; Spell Resistance yes (harmless)
DESCRIPTION

This spell functions as *raise dead*, but it only affects an animal companion, familiar, or paladin's bonded mount.

- Diminished Effects The spell has a 50% chance of failure, even if the subject's soul is willing to return.
- Heightened Effects The spell's material component becomes a diamond worth 2, ooo gp. The subject only gains one permanent negative level when it is raised. If the subject is 1st level, it takes 1 point of Constitution drain instead. A raised creature has a number of hit points equal to twice its current HD. Any ability scores damaged to o are raised to 2.

REBUKE

School evocation [sonic]; Classes inquisitor CASTING

Casting Time 1 standard action Components V, S, DF EFFECT Range 20 ft. Area 20-ft.-radius burst centered on you Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes DESCRIPTION

Your wrathful words cause physical harm to your enemies. Your enemies take 1d8 points of damage per two caster levels (maximum 5d8) and are staggered for 1 round. Half of this damage is sonic damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to sonic-based attacks. *Rebuke* is especially devastating to foes who worship your god, inflicting 1d6 points of damage per caster level (maximum 10d6) and stunning them for 1d4 rounds. A successful Fortitude save halves the damage and negates the staggering or stunning effect.

Enemies do not need to hear a *rebuke* to be harmed by it, but it is negated by magical silence.

- Diminished Effects The spell's range and area are reduced to a 10-foot-radius burst centered on you. Your enemies only suffer damage (not staggering) on a failed Fortitude save, and foes who worship your god suffer damage and are staggered for 1 round (not stunned).
 - Heightened Effects Your enemies take 1d10 points of damage per two caster levels (maximum 5d10) and are staggered for 1d4 rounds. Foes who worship your god take 1d8 points of damage per caster level (maximum 10d8) and are stunned for 1d6 rounds. In addition, heightened *rebuke* can be used to counter or dispel any silence spell of equal or lower spell level.

REDUCE PERSON, MASS

School transmutation; Classes magus, sorcerer/wizard 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 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 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).

REINCARNATE

School transmutation; Classes druid
CASTING
Casting Time 10 minutes
Components V, S, M, DF (oils worth 1, 000 gp)
EFFECT
Range touch
Target dead creature touched
Duration instantaneous
Saving Throw none, see text; Spell Resistance yes
(harmless)

DESCRIPTION

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer necessarily of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject of the spell gains two permanent negative levels when it is reincarnated. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Constitution to o or less, it can't be reincarnated). A character who died with spells prepared has a 50% chance of losing any given spell upon being reincarnated. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the table below. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell can bring back a creature that has died of old age.

			(X	STREET FOR
d%	Incarnation	Str	Dex	Con
1	Bugbear	+4	+2	+2
02–13	Dwarf	+0	+0	+2
14–25	Elf	+0	+2	-2
26	Gnoll	+4	+0	+2
27–38	Gnome	-2	+0	+2
39-42	Goblin	-2	+2	+0
43-52	Half-elf	+0	+2	+0
53-62	Half-orc	+2	+0	+0
63-74	Halfling	-2	+2	+0

and the second			
Human	+0	+0	+2
Kobold	-4	+2	-2
Lizardfolk	+2	+0	+2
Orc	+4	+0	+0
Troglodyte	+0	-2	+4
Other (GM's choice)	?	?	?
	Kobold Lizardfolk Orc Troglodyte	Kobold-4Lizardfolk+2Orc+4	Kobold-4+2Lizardfolk+2+0Orc+4+0Troglodyte+0-2

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

A *wish* or a *miracle* spell can restore a reincarnated character to his or her original form.

Diminished Effects The spell's target becomes one humanoid creature. In addition, the spell has a 50% chance of failure, even if the subject's soul is willing to return.

Heightened Effects The spell's material component becomes oils worth 2, 000 gp. The subject only gains one permanent negative level when it is reincarnated. If the subject is 1st level, it takes 1 point of Constitution drain instead.

REMOVE CURSE

School abjuration; Classes sorcerer/wizard
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.

REPEL VERMIN

School abjuration [pain]; Classes bard, cleric/oracle, druid

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.

REPROBATION

School transmutation [curse, see text]; Classes inquisitor, paladin CASTING

Casting Time 1 minute Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one creature of your faith Duration permanent Saving Throw none; Spell Resistance yes DESCRIPTION

You cast the target out of your religion as a curse and punishment for acts or misdeeds against the tenets of your faith. This has three effects.

First, the target is marked with a magical symbol visible only to members of your faith. This symbol indicates that the target has transgressed and that the faithful should not help it. Likewise, the target is not to be persecuted because of the mark (though this would not keep members of a lawful faith from imprisoning a known criminal if these crimes were known to have taken place after he gained the mark).

Second, the target is no longer affected by helpful spells cast by the faithful and is always treated as an enemy for the purpose of other spells cast by those of your faith. For example, *cure light wounds* cast by a member of your faith has no effect on the target. If the target were traveling with a cleric/oracle of your faith who cast *prayer*, that spell would penalize rather than aid the target, despite the target's friendship with the cleric.

Third, if the target is a divine spellcaster, a member of a prestige class of your faith, or otherwise has some ability because the target belongs to your faith, it cannot use those abilities while the mark remains in place. For example, a paladin of your faith would be unable to cast paladin spells or use lay on hands or other class abilities. The target can join another faith to regain the use of these abilities, but the mark remains visible to those of your faith, even if those of the new faith accept the target. This powerful spell with no saving throw is used to punish severe transgressions that do not deserve death or when you prefer to be merciful rather than meting out a more severe punishment. However, the spell has one drawback that prevents it from being overused. If the target did not commit any acts or misdeeds against your faith, the spell does not affect it but affects you instead, even if you are innocent of the charges. This potential backlash prevents inquisitions run by corrupt members of the faith, and it means that most accusations of misconduct are carefully investigated (and usually verified with magic) before this sentence is handed down.

This mark can be removed like any other curse effect. In addition, a member of your faith can use *atonement* to break the curse if he makes a caster level check against your caster level; *remove curse* also requires a caster of your faith and a caster level check to end the *reprobation*.

> **Diminished Effects** The spell's range is reduced to touch, and you must make a melee touch attack at some point during the casting time.

Heightened Effects The spell's casting time is reduced to 1 round.

RESOUNDING BLOW

School evocation [sonic]; Classes antipaladin, paladin CASTING Casting Time 1 swift action Components V EFFECT Range personal Target you Duration 1 round/level Saving Throw Fortitude partial; see text; Spell Resistance no DESCRIPTION

You must have a melee weapon in hand to cast this spell. On a successful melee attack, your weapon resounds with a thunderous clash. The target takes 1d6 points of sonic damage. Your weapon is not harmed by this attack.

If you are using your judgment ability or smite ability against the target, it is staggered for 1 round on a successful attack. A successful Fortitude save negates the staggering effect.

On a successful critical hit, the target is stunned for 1 round and deafened for 1d6 rounds. A successful Fortitude save negates the stunning and deafening effects. If you are also using judgment or smite, your foe makes only a single save against all effects.

This spell immediately ends if your weapon leaves your hand. *Resounding blow* stacks with the *thundering* weapon property.

- Diminished Effects The spell's duration is reduced to 1 round.
- Heightened Effects On a successful melee attack, the target takes 1d8 points of sonic damage. If you are using your judgment ability or smite ability against the target, it is staggered for 1d4 rounds. On a confirmed critical hit, the target is stunned for 1d4 rounds and deafened for 1d8 rounds.

REST ETERNAL

School necromancy [curse]; Classes cleric/oracle; Domain ancestors CASTING

Casting Time 1 round Components V, S, M/DF (ashes and a vial of holy or unholy water) EFFECT Range touch Target one dead creature touched Duration permanent Saving Throw none; Spell Resistance no

DESCRIPTION

You place a curse upon a dead creature that bars its spirit from returning. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level. *Rest eternal* cannot be dispelled, but it can be negated with *remove curse* or *break enchantment*.

Diminished Effects The spell's duration becomes 1 day per caster level. After the spell expires, spells that target dead creatures function normally (though spells that require the creature to have been dead a short period of time, such as *breath* of life, do not function due to the time that has passed).

Heightened Effects Anyone casting a spell that targets a dead creature must succeed on a caster level check with a DC of 16 plus your caster level.

RIDE THE WAVES

School transmutation [water]; **Classes** cleric/oracle, druid, sorcerer/wizard, witch

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

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

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air.

- Diminished Effects The target does not gain the ability to breathe water.
- Heightened Effects The target gains a swim speed of 60 feet.

RIVER OF WIND

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

CASTING Casting Time 1 standard action Components V, S EFFECT

Range 120 ft.

Area 120-ft. line Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance yes DESCRIPTION

Summoning up the power of the tempest, you direct a current of forceful winds where you please. This spell creates a 5-foot-diameter line of wind—the direction of the wind is away from your location when you cast the spell, and remains constant in that direction for the spell duration. Creatures caught in a *river of wind* take 4d6 nonlethal damage and are knocked prone. A successful Fortitude save halves the damage and prevents being knocked prone.

A creature that begins its turn wholly or partially within a *river of wind* must make a Fortitude save or be pushed 20 feet in the wind's direction of flow, take 2d6 nonlethal damage, and be knocked prone—a successful Fortitude save means the creature merely takes 1d6 nonlethal damage. Creatures under the effect of *freedom of movement* and creatures with the air subtype are unaffected by a *river of wind*.

- Diminished Effects The spell's duration becomes instantaneous.
 - Heightened Effects Creatures caught in a *river of wind* take 8d6 nonlethal damage and are knocked prone. A creature that begins its turn wholly or partially within a *river of wind* must make a Fortitude save or be pushed 20 feet in the wind's direction of flow, take 4d6 nonlethal damage, and be knocked prone.

RUSTING GRASP

School transmutation; Classes druid

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

Range touch

Target one nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature Duration see text Saving Throw none; Spell Resistance no DESCRIPTION

Any iron or iron alloy item you touch crumbles into rust. If the item is so large that it cannot fit within a 3-foot radius, a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ *rusting grasp* in combat with a successful melee touch attack. *Rusting grasp* used in this way instantaneously destroys 1d6 points of AC gained from metal armor (to the maximum amount of protection the armor offers) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed. Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, *rusting grasp* instantaneously deals 3d6 points of damage + 1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

- Diminished Effects The spell lasts for a single round.
- Heightened Effects You may use the spell against a magic item made of metal, but you must make a caster level check against the item's caster level (DC = 11 + the item's caster level). If you succeed, you

deal 3d6 points of damage + 1 per caster level (maximum +15) to the magic item made of metal. The spell destroys 1d8 points of AC gained from nonmagical metal armor and deals 6d8 points of damage + 1 per caster level (maximum +20) to a ferrous creature.

SACRIFICIAL OATH

S

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

You create a powerful bond between yourself and a single creature. Until the end of the spell's duration, each time the target is hit with an attack or fails a saving throw, you can take the full damage of that attack and any other effects that creature suffers. If you choose not to take on the damage and effects, you instead take a number of points of damage equal to your Constitution score as backlash. Any resistances or immunities you have are applied normally, but you cannot otherwise reduce or negate the damage or effects of either the transfer or the backlash. If you or the subject of the spell move out of line of sight, the spell ends.

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

Heightened Effects You may apply your own Armor Class or saving throw against the attack, spell, or ability; as if you were the intended target.

SANCTIFY ARMOR

School abjuration [good]; Classes inquisitor CASTING

Casting Time 1 standard action	. 16
Components V, S	The par
EFFECT	3E US
Range touch	1
Target armor touched	1 G
Duration 1 minute/level	110
Saving Throw Will negates (harmless, obje	ct); Spell
Resistance yes (harmless, object)	1 Stand
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.

SCRYING

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

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 creature of which you have no knowle	

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.

SECURE SHELTER

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

CASTING

Casting Time 10 minutes **Components** V, S, M (a chip of stone, sand, a drop of water, and a wood splinter)

EFFECT

Range close (25 ft. + 5 ft./2 levels) Effect 20-ft.-square structure Duration 2 hours/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being secured with *arcane lock* and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The secure shelter contains crude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

- **Diminished Effects** The spell's duration becomes 30 minutes per caster level and its effect becomes a 15-foot-square structure. The structure only contains six bunks and no other furnishings.
- Heightened Effects The spell's effect becomes a 25-foot-square structure. In addition, any creature that sleeps in the shelter overnight feels well rested and enjoys a +1 morale bonus on all skill checks and attack rolls for the first five hours after waking.

SENDING

School evocation; Classes cleric/oracle, inquisitor, summoner CASTING Casting Time 10 minutes Components V, S, M/DF (fine copper wire) EFFECT Range see text Target one creature Duration 1 round; see text Saving Throw none; Spell Resistance no DESCRIPTION

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its Intelligence. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Diminished Effects The message must be 10 words or less, and the message cannot reach the target if it is on a different plane. Heightened Effects The spell's duration becomes 1 round per four caster levels (maximum of 5 rounds). Each round, you and the target can each communicate a message of 25 words or less.

SERENITY

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 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

You fill the targets' minds with feelings of tranquility. Those attempting to commit violence become stricken with wracking pain and take 3d6 points of nonlethal damage each round they attempt to harm another creature. If attacked, affected individuals can defend themselves and may participate in combat by using Combat Expertise, fighting defensively, or taking the total defense action without triggering the spell's nonlethal damage.

- Diminished Effects The spell's target becomes one creature per two caster levels, and affected targets only take 2d6 points of nonlethal damage each round they attempt to harm another creature.
- Heightened Effects Affected targets take 4d6 points of nonlethal damage and must make a Fortitude save or become sickened for 1 round each round they attempt to harm another creature.

SHADOW CONJURATION

School illusion (shadow) [shadow]; Classes bard, sorcerer/wizard; Domain darkness CASTING

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

EFFECT Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with); varies; see text; Spell Resistance yes; see text

DESCRIPTION

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

Shadow conjurations are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjuration's level (4th) rather than the spell's normal level. In addition, any effect created by shadow conjuration allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

Diminished Effects The spell can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 2nd level or lower. The *shadow conjuration* is only one-tenth (10%) as strong as the real thing if disbelieved.

Heightened Effects The spell can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 4th level or lower. The *shadow conjuration* is only three-tenths (30%) as strong as the real thing if disbelieved.

SHADOW PROJECTION

School necromancy [evil]; Classes sorcerer/wizard CASTING Casting Time 1 minute Component S EFFECT Range personal Target you Duration 1 hour/level (D) DESCRIPTION

With this spell, you infuse your life force and psyche into your shadow, giving it independent life and movement as if it were an undead shadow. Your physical body lies comatose while you are projecting your shadow, and your body has no shadow or reflection while the spell is in effect. While projecting your shadow, you gain a shadow's darkvision, defensive abilities, fly speed, racial stealth modifier, and strength damage attack. You do not gain the creature's *create spawn* ability, nor its skill ranks or Hit Dice. Your shadow has Hit Dice and hit points equal to your own. Your *shadow projection* has the undead type and may be turned or affected as undead.

If your shadow projection is slain, you return to your physical body and are immediately reduced to -1 hit points. Your condition becomes dying, and you must begin making Constitution checks to stabilize.

- Diminished Effects The spell's duration becomes 10 minutes per caster level.
- Heightened Effects Your shadow is treated as if it were an undead shadow with the advanced creature template (+2 on all rolls and special ability DCs; +4 to AC and CMD; +2 hp/HD).

SHADOW STEP

School illusion (shadow) [shadow]; Classes bard, sorcerer/wizard, witch CASTING Casting Time 1 standard action Components V, S EFFECT Range medium (100 ft. + 10 ft./level) Target you Duration instantaneous Saving Throw none; Spell Resistance no DESCRIPTION

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

> Diminished Effects The spell's range is reduced to close (25 ft. + 5 ft./2 levels), and the destination location must be in sight when you cast the spell.

Heightened Effects You may bring along one additional willing Medium or smaller creature.

SHARE SENSES

School divination (scrying); Classes sorcerer/wizard

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)

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.

SHARED WRATH

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

CASTING
Casting Time 1 standard action Components V, S, M (a thorny vine)
EFFECT
Range close (25 ft. + 5 ft./2 levels) Targets up to one creature/level, no two of which can be more than 30 ft. apart Duration 1 minute Saving Throw Will negates (harmless); Spell Resistance yes (harmless)
DESCRIPTION

You focus your anger against an enemy. Choose one enemy creature that you can see. You and your allies gain a +1 morale bonus on attack rolls and weapon damage rolls against that designated creature for every three caster levels you have (at least +1, maximum +3). You and your allies also receive this bonus on caster level checks made to overcome the creature's spell resistance, if any. At 12th level, you and your allies gain the benefits of the Improved Critical feat on attack rolls made against the designated creature. This effect doesn't stack with any other effect that expands the threat range of a weapon. All subjects of *shared wrath* receive their bonuses against the same creature.

- Diminished Effects You and your allies only gain a +1 morale bonus against that designated creature.
 - Heightened Effects The morale bonus is also applied to you and your allies' Armor Class and saving throws against the attacks and special abilities of the designated creature.

SHOCKING IMAGE

School illusion (figment) [electricity]; Classes bard, sorcerer/wizard cASTING

Casting Time 1 standard action Components V, S EFFECT

Range personal Target you Duration 1 minute/level Saving Throw none; Spell Resistance see text DESCRIPTION

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

When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An opponent that uses a melee attack to destroy one of your images takes 2d6 points of electricity damage. You must overcome a target's spell resistance the first time you deal this electricity damage to it. Failure renders the target immune to damage from this spell.

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

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

SHOUT

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

Casting Time 1 standard action Components V EFFECT

Range 30 ft.

Area cone-shaped burst Duration instantaneous Saving Throw Fortitude partial or Reflex negates (object); see text; Spell Resistance yes (object) DESCRIPTION

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A *shout* spell cannot penetrate a *silence* spell.

> Diminished Effects Any creature within the area is deafened for 1d6 rounds and takes 5d4 points of sonic damage. Any exposed brittle or crystalline object or crystalline creature takes 1d4 points of sonic damage per caster level (maximum 15d4).

Heightened Effects Any creature within the area is deafened for 3d6 rounds and takes 5d8 points of sonic damage. Any exposed brittle or crystalline object or crystalline creature takes 1d8 points of sonic damage per caster level (maximum

SIMULACRUM, LESSER

15d8).

School illusion (shadow); Classes sorcerer/wizard

CASTING

Casting Time 1 hour

Components V, S, M (an ice sculpture of the target plus powdered rubies worth 50 gp per HD of the simulacrum) EFFECT

Effect one duplicate creature Duration 1 hour/level Saving Throw none; Spell Resistance no DESCRIPTION

Lesser simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only half of the real creature's levels or HD (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a simulacrum of a creature whose HD or levels exceed your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

The creature is not under your control, though it recognizes you are its creator. If the spell's duration ends or it is reduced to o hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness.

Diminished Effects The spell's duration becomes 10 minutes per caster level.

Heightened Effects While the creature is not under your control, it perceives your words and actions in the most favorable way. You can try to give the *lesser simulacrum* orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) The *lesser* *simulacrum* never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

SLAY LIVING

School necromancy [death]; Classes antipaladin

CASTING
Casting Time 1 standard action Components V, S
FFECT
Range touch
Target living creature touched
Duration instantaneous
Saving Throw Fortitude partial; Spell Resistance yes
DESCRIPTION

You can attempt to slay anyone living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

- Diminished Effects The target takes 12d4 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d4 points of damage + 1 point per caster level.
- Heightened Effects The target takes 12d8 points of damage + 1 point per caster level.
 If the target's Fortitude saving throw succeeds, it instead takes 3d8 points of damage + 1 point per caster level.

SLEEPWALK

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

CASTING Casting Time 1 round

Components V, S, M (a sprig of belladonna worth 100 gp)

EFFECT

Range touch Target unconscious creature touched Duration 1 hour/level (D)

Saving Throw Will negates; see text; Spell Resistance yes

DESCRIPTION

You compel an unconscious or sleeping creature to rise and move in a half-awake state. The target creature staggers about if led or guided, but remains helpless for all other purposes. The subject moves at half speed and is limited to a single move action each round. It is not capable of moving at a higher rate of speed or taking actions other than movement except by magical assistance, and automatically fails any Dexterity- or Strengthbased skill checks. If the creature takes any damage while sleepwalking it must make a new saving throw or the spell ends and the creature awakes (if it has more than o hit points). When the spell ends or is dismissed, the target remains unconscious and must be awoken normally. While sleepwalk allows an unconscious creature to move, it does not awaken the creature, nor does it stabilize or otherwise heal them. A disabled creature that moves about while under the effects of this spell does not start dying again as a result of this movement.

- Diminished Effects The spell's duration becomes 10 minutes per caster level.
- Heightened Effects The subject does not receive a new saving throw to wake up, even if it takes damage.

SLEET STORM

School conjuration (creation) [cold]; Domain weather CASTING Casting Time 1 standard action

Components V, S, M/DF (dust and water)

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.

SOLID FOG

School conjuration (creation); Classes magus, sorcerer/wizard, witch; Domain cloud

CASTING Casting Time 1 standard action Components: V, S, M (powdered peas and an animal hoof) EFFECT

Range medium (100 ft. + 10 ft. level) Effect fog spreads in 20-ft. radius Duration 1 min./level Saving Throw none; Spell Resistance no DESCRIPTION

A bank of fog billows out from the point you designate. The fog obscures all sight, including

darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). In addition, the solid fog is so thick that it impedes movement. Creatures moving through a solid fog move at half their normal speed and take a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in solid fog. Solid fog, and effects that work like solid fog, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.

- **Diminished Effects** The spell's range becomes close (25 ft. + 5 ft./2 levels). In addition, creatures moving through a *solid fog* move at half their normal speed but do not take a penalty on melee attack damage rolls.
- Heightened Effects The fog spreads in 30foot radius. Creatures moving through a solid fog are staggered.

SONIC THRUST

School evocation [sonic]; Classes bard
CASTING
Casting Time 1 standard action Components V, S
EFFECT
Range long (400 ft. + 40 ft./level)
Target see text
Duration instantaneous
Saving Throw Will negates (object) or none (see text);
Spell Resistance yes (object) (see text)
DESCRIPTION

You produce a sweeping rush of sound that can hurl creatures or objects away from you, like the violent thrust version of *telekinesis*. You can hurl one object or creature per caster level (maximum 15) that is within range; it flies in a straight line away from you. Any objects of creatures thrown must be within 10 feet of each other. You can hurl a total weight of up to 25 pounds per caster level (maximum 375 pounds at 15th level).

You can use this spell to hurl an object or creature toward a particular target. You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a bard or sorcerer). Hurled weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures that fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

If a hurled creature is thrown against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points). **Diminished Effects** You can hurl one object or creature per two caster levels (maximum 10) that is within range. You can hurl a total weight of up to 25 pounds per two caster levels (maximum 250 pounds at 10th level).

Heightened Effects You can hurl one object or creature per caster level (maximum 20) that is within range. You can hurl a total weight of up to 25 pounds per caster level (maximum 500 pounds).

SOOTHE CONSTRUCT

School abjuration; Classes cleric/oracle CASTING Casting Time 1 round

Components V, S EFFECT Range close (25 ft. + 5 ft./2 levels) Target one construct Duration instantaneous

Saving Throw none; Spell Resistance no DESCRIPTION

You soothe the elemental spirit of a targeted construct, reducing its chance of going berserk by 1d4% per four caster levels (maximum 5d4%). If cast on a construct that has already gone berserk and you are its master, you may immediately roll d% to end the construct's berserk state, it returns to normal functioning, and its berserk chance returns to 0%.

- Diminished Effects The spell's range becomes touch, and you must succeed in a melee touch attack against the target.
- Heightened Effects You reduce the target's chance of going berserk by 20%.

SPEAK WITH PLANTS

School divination; Classes bard	
CASTING	
Casting Time 1 standard action Components V, S	
EFFECT	*
Range personal Target you Duration 1 min./level	AN ANTIN AND
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.

SPELL IMMUNITY

School abjuration; **Classes** alchemist, cleric/oracle, inquisitor; **Domain** protection, strength

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

The warded creature is immune to the effects of one specified spell for every four levels you have.

The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. *Spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

- 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: spell immunity and communal spell immunity.

SPIKE STONES

School transmutation [earth]; Classes druid; Domain earth CASTING

Casting Time 1 standard action Components V, S, DF EFFECT Range medium (100 ft. + 10 ft./level) Area one 20-ft. square/level Duration 1 hour/level (D) Saving Throw Reflex partial; Spell Resistance yes DESCRIPTION

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 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 to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal 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 such as *spike stones* are hard to detect. A rogue (only) can use the Perception skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones*. *Spike stones* is a magic trap that can't be disabled with the Disable Device skill.

Diminished Effects The spell's duration becomes 10 minutes per caster level. In addition, each creature moving through the area takes 1d6 points of piercing damage for each 5 feet of movement through the spiked area.

Heightened Effects Each creature moving through the area takes 1d10 points of piercing damage for each 5 feet of movement through the spiked area. The spell can be cast on stone floors, as long as the stonework is somewhat crude (the bottom of a mine, for example, as opposed to a smooth palace floor made of marble).

SPIRITUAL ALLY

School evocation [force]; Classes cleric/oracle

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

Range medium (100 ft. + 10 ft./level) Effect spiritual ally of force Duration 1 round/level (D) Saving Throw none; Spell Resistance yes DESCRIPTION

An ally made of pure force appears in a single 5foot square within range. The ally takes the form of a servant of your god. The spiritual ally occupies its space, though you and your allies can move through it, since it is your ally. The spiritual ally carries a single weapon, one favored by your deity (as for spiritual weapon), which has the same threat range and critical modifiers as a real weapon of its form. Each round on your turn, starting with the turn that you cast this spell, your spiritual ally can make an attack against a foe within its reach that you designate. The spiritual ally threatens adjacent squares and can flank and make attacks of opportunity as if it were a normal creature. The spiritual ally uses your base attack bonus (gaining extra attacks if your base attack bonus is high enough) plus your Wisdom bonus when it makes a melee attack. When the spiritual ally hits, it deals 1d10 points of force damage + 1 point of damage per 3 caster levels (maximum +5 at 15th level). It strikes as a spell, not a weapon, so it bypasses DR and can affect incorporeal creatures.

Each round after the first, you can move the *spiritual ally* as a swift action. It has a speed of 30 feet, and a fly speed of 30 feet (perfect maneuverability). Being a construct of force, the *spiritual ally* cannot be harmed by any physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual ally*'s AC against touch attacks is 10.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual ally* strikes it. If the ally is successfully resisted, the spell is dispelled. If not, the ally has its normal full effect on that creature for the duration of the spell.

- Diminished Effects The spell's range becomes close (25 ft. + 5 ft./2 levels), and its duration becomes concentration, up to 1 round per caster level.
- Heightened Effects At 10th level, the spiritual ally's weapon gains the corrosive, flaming, frost, or shock weapon property, whichever best fits with your deity or mystery (or your choice at the time of casting if multiple or none of them fit well with your deity or mystery). At 15th level, the weapon gains the corrosive burst, flaming burst, icy burst, or shocking burst weapon property, whichever best fits with your deity or mystery (or your choice at the time of casting if multiple or none of them fit well with your deity or mystery). The spell gains the elemental descriptor associated with whichever weapon property used.

SPIT VENOM

School transmutation [poison]; Classes cleric/oracle	
CASTING	
Casting Time 1 standard action	
EFFECT	
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

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.

SPITE

School abjuration; Classes witch

CASTING

Casting Time 1 round Components V, S, M (rare inks worth 250 gp) EFFECT

the first off

Range personal , Target you

Duration 1 hour/level (D) or until discharged

Choose a single touch range spell of 4th level or lower with a casting time of 1 standard action or less. As part of the action of casting *spite*, you cast the associated spell and bind it into a defensive ward in the form of a tattoo, birthmark, or wart somewhere upon your body. The next time you are hit by a melee attack or a combat maneuver is used successfully against you, the stored spell is triggered against your foe. You do not need to succeed on a touch attack to affect the target, but in all other respects the spell is treated as though you had cast it normally. If the attacking creature is not a valid target for the spell, the stored spell is lost with no effect.

You can have only one *spite* spell in effect at a time; if you cast this spell a second time, the previous spell effect ends.

- Diminished Effects The spell's duration is reduced to 10 minutes per caster level. In addition, you can only store a touch range spell of 3rd level or lower with a casting time of 1 standard action or less.
- Heightened Effects You can store a touch range spell or a ranged spell that has a ray effect (such as ray of exhaustion) of 5th

level or lower with a casting time of 1 standard action or less.

STAY THE HAND

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

CASTING	
Casting Time 1 immediate action Components V, S, DF	
EFFECT	
Range medium (100 ft. + 10 ft./level) Target one creature	S.
Duration 1 round/level and special; see text	
Saving Throw Will partial; Spell Resistance yes	N.
DESCRIPTION	A.

You cause a creature's arm to waver and prevent it from striking another creature. You can cast this spell when the target is about to make a melee attack against another creature. On a failed saving throw, the target does not follow through with its attack, and its entire action is wasted for the round. On a successful saving throw, the target can make its attack, forcing its strike though the compulsion but losing both accuracy and power, taking a -5penalty on its attack and damage rolls. Whether or not the target makes its initial save or not, it is subject to a -2 penalty on attack and damage rolls against the creature it originally targeted for the duration of the spell.

Diminished Effects The spell's range becomes close (25 ft. + 5 ft./2 levels) and its duration becomes 1 round.

STONE SHAPE

School transmutation [earth]; Classes sorcerer/wizard

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 alchemist, inquisitor, magus, sorcerer/wizard; Bloodline abyssal

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.

STRONG JAW

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

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.

SUMMON MONSTER

School conjuration (summoning) [see text]; Classes antipaladin (diminished version only), summoner CASTING

Casting Time 1 round

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

Range close (25 ft. + 5 ft./2 levels) Effect one summoned creature Duration 1 round/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the table below. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it

is a spell of that type. Creatures on the table below marked with an "*" are summoned with the celestial template, if you are good, the entropic template, if you are chaotic, the fiendish template, if you are evil, or the resolute template, if you are lawful. If your alignment contains two elements, you may choose which template to apply to the creature (for example, if you are lawful good, you may choose whether the creature is celestial or resolute). If you are true neutral, you may choose which template to apply to the creatures. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Monster	Subtype
Ankylosaurus (dinosaur)*	-
Babau (demon)	Chaotic, Evil
Bearded devil	Evil, Lawful
Bralani azata	Chaotic, Good
Dire lion*	_
Elemental (Large)	Elemental
Giant moray eel*	-
Kyton	Evil, Lawful
Orca (dolphin)*	-
Salamander	Evil
Woolly rhinoceros*	_
Xill	Evil, Lawful

Diminished Effects You instead summon one of the monsters on the following table:



	Bison (herd animal)*	-
N X II NY	Deinonychus (dinosaur)*	_
	Dire ape*	· · · · ·
	Dire boar*	_
	Dire wolf*	1.1.69
	Elemental (Medium)	Elemental
	Giant scorpion*	
	Giant wasp*	—
	Grizzly bear*	· -
	Hell hound	Evil, Lawful
	Hound archon	Good, Lawful
	Lion*	_
	Mephit (any)	Elemental
	Pteranodon (dinosaur)*	_
	Rhinoceros*	1-

Heightened Effects You instead summon one of the monsters on the following table:

Monster	Subtype	
Dire bear*	_	
Dire tiger*		
Elasmosaurus (dinosaur)*	_	
Elemental (Huge)	Elemental	
Elephant*	_	
Erinyes (devil)	Evil, Lawful	
Giant octopus*	_	
Invisible stalker	Air	

Lillend azata	Chaotic, Good		
Shadow demon	Chaotic, Evil		
Succubus (demon)	Chaotic, Evil		
Triceratops (dinosaur)*	-		

Caution! Spells Merge! This spell combines the effects of the following spells: summon monster IV, summon monster V, and summon monster VI.

SUMMON NATURE'S ALLY

School conjuration (summoning); **Classes** ranger (diminished version only)

CASTING Casting Time 1 round Components V, S, DF EFFECT Range close (25 ft. + 5 ft./2 levels) Effect one summoned creature Duration 1 round/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as *wish*).

The spell conjures one of the creatures from the table below, or 1d3 creatures of the same kind from the diminished list. You choose which kind of

creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Monster	Subtype	
Ankylosaurus (dinosaur)	-	
Cyclops	-	
Dire lion	_	
Dolphin (orca)	-	
Elemental (Large)	Elemental	
Ettin		
Giant moray eel	_	
Girallon	-//	
Manticore	_	
Woolly rhinoceros	V - 10	

Diminished Effects You instead summon one of the creatures on the following table:

Monster	Subtype
Ant, giant (drone)	-
Bison (herd animal)	
Deinonychus (dinosaur)	-
Dire ape	-

Dire boar	-
Dire wolf	
Elemental (Medium)	Elemental
Giant scorpion	
Giant stag beetle	_
Giant wasp	
Griffon	_
Grizzly bear	102-110
Lion	_
Mephit (any)	Elemental
Owlbear	_
Pteranodon (dinosaur)	1/-
Rhinoceros	_
Satyr	
Tiger	_

Heightened Effects You instead summon one of the creatures on the following table:

	1911
Monster	Subtype
Bulette	_
Dire bear	
Dire tiger	_
Elasmosaurus (dinosaur)	
Elemental (Huge)	Elemental
Elephant	
Giant octopus	_
Hill giant	-

Stegosaurus (dinosaur)

Stone giant

Earth

Triceratops (dinosaur)

Caution! Spells Merge! This spell combines the effects of the following spells: summon nature's ally IV, summon nature's ally V, and summon nature's ally VI.

SUMMONER CONDUIT

School necromancy; Classes cleric/oracle, summoner CASTING

Casting Time 1 standard action **Components** V, S, M (two flies)

EFFECT

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

You exploit the invisible, mystic connection between the target creature and its summoner to harm that summoner. Whenever the target summoned creature is the target of a spell that deals damage, the target's summoner is also considered to be a target of that spell. Such a summoner gains his normal defenses against the spell, such as a saving throw and spell resistance, and cannot be affected if he is on another plane of existence.

- Diminished Effects The spell's duration becomes 1 round per caster level.
- Heightened Effects Whenever the target summoned creature takes damage from any source (including physical attacks and area effect spells, such as *fireball*), the target's summoner is also considered to be a target, and takes the same damage.

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.

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 magic 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 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.

SYMBOL OF REVELATION

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

CASTING

Casting Time 10 minutes

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1, 000 gp) EFFECT

Range 0 ft.; see text Effect one symbol Duration see text Saving Throw none; Spell Resistance yes DESCRIPTION

This spell allows you to scribe a potent rune of power upon a surface. It is activated by invisible creatures, creatures affected by an illusion (glamer) effect, creatures with the shapechanger subtype, or creatures that have magically changed their shape. When triggered, each of these creatures within 60 feet of the symbol are outlined by a pale light that functions like *faerie fire*, except it lasts for 10 minutes per caster level; the symbol does not

SYMBOL OF HEALING

School conjuration (healing); Classes paladin, witch

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 otherwise reveal their true form. Once triggered, a *symbol of revelation* remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of revelation 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 revelation.

Symbol of revelation 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.

SYMBOL OF SLOWING

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

CASTING

EFFECT

Casting Time 10 minutes **Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1, 000 gp)

Range 0 ft.; see text Effect one symbol Duration see text Saving Throw Will 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 a *symbol of slowing* are slowed (as the *slow* spell) for 1 round per caster level.

Note: Magic traps such as *symbol of slowing* 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 slowing*. Symbol of slowing 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.

TELEKINETIC CHARGE

School evocation [force]; Classes sorcerer/wizard

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

EFFECT

Range close (25 ft. + 5 ft./2 levels) Target one willing creature Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless) DESCRIPTION

You telekinetically launch an ally across the battlefield to anywhere within this spell's range. While moving, your ally is flying just above the ground unless you wish otherwise. Movement from this spell provokes attacks of opportunity as normal, although you can lift your ally over objects or out of enemy reach, as long as your ally remains within this spell's range. If your ally lands adjacent to an opponent, he can spend an immediate action to make a melee attack against that opponent with a +2 bonus on the attack roll.

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

TELEPORT

School conjuration (teleportation); Classes summoner CASTING

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Casting Time 1 standard action Components V	and a second
EFFECT	10
Range personal and touch	
Target you and touched objects or other to	bu
creatures	1
Duration instantaneous	1
Couring Throw page and Will pageter (ship	

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

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. 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 four Medium 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. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult **Table: Teleportation Accuracy** below. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as *scrying*.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	-
Studied carefully	01-94	95-97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	_	<u> </u>	81–92	93–100

Table: Teleportation Accuracy

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

- Diminished Effects The spell's range becomes you, and its target becomes you.
 - Heightened Effects The spell's target becomes you and one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per caster level.

TERRAIN BOND

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

CASTING

Casting Time 1 standard action

Components V, S, M (a pinch of earth taken from your most favored terrain)

EFFECT Range personal Target you Duration 1 hour/2 levels (D) DESCRIPTION

You call upon the spirits of nature to help you adapt to your environment. You treat the terrain you are in as your most favored terrain until this spell ends.

If you do not have the favored terrain class feature, you gain no benefit from this spell.

Diminished Effects The spell's duration becomes 10 minutes per two caster levels.

TERRIBLE REMORSE

School enchantment (compulsion) [emotion, mind-affecting]; **Classes** cleric/oracle, sorcerer/wizard

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 druid	
CASTING	
Casting Time 1 standard action Components V, S, DF	
EFFECT	
Range personal Target you Duration 1 round/level	1.1
DESCRIPTION	
Contract and the second s	

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 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.

THREEFOLD ASPECT

School transmutation; Classes witch
CASTING
Casting Time 1 standard action
Components S, F (silver crescent worth 5 gp)
EFFECT
Range personal
Target you
Duration 24 hours (D)
DESCRIPTION
Statistical Contraction of the second s

Threefold aspect allows you to shift your appearance between your natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, your appearance is your own at the appropriate age, rather than that of a new individual.

You may change between these three aspects or your actual age as a standard action. As the young adult, you gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, you gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties you may have from your actual age (which are untyped bonuses)—the bonuses granted by this spell represent your idealized form in this threefold aspect rather than simply duplicating your ability scores at any one particular age.

True seeing reveals your natural appearance overlaid with that your aspect, recognizing both as part of your true self. Individuals who study you closely and have interacted with you at another apparent age recognize a resemblance (as though family) with a successful DC 20 Perception check.

Threefold aspect does not alter your clothing or equipment, and does not heal any deformity or injury unrelated to age.

Diminished Effects As the young adult, you gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom and Intelligence. In the adult aspect, you gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As the elderly aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength, Dexterity, and Constitution.

Heightened Effects As the young adult, you gain a +4 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, you gain a +6 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity.

TONGUES

School divination; Classes cleric/oracle 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: *tongues* and *communal tongues*.

TOUCH OF SLIME

School conjuration (creation) [disease]; Classes alchemist, druid, sorcerer/wizard, witch CASTING

Casting Time 1 standard action Components V, S, M (a drop of acid and a black glass sphere) EFFECT

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude negates; Spell Resistance yes DESCRIPTION

You create a coating of slime on your hand. When you make a successful melee touch attack with the slime, it pulls free of you and sticks to the target, at which point it acts like green slime, dealing 1d3 points of Constitution damage per round. Anything that destroys green slime (scraping, freezing, burning, cutting, sunlight, or *remove disease*) destroys this slime. If the slime kills a creature, it consumes the body and then dies. It cannot transfer to a creature other than the original target, and dies if separated from the original target.

- **Diminished Effects** The green slime instead deals 1d₃ points of Strength damage per round.
- Heightened Effects Any creature striking the target with a melee touch attack, a melee weapon, an unarmed strike, or a natural weapon or who in any way comes into physical contact with the target must make a Fortitude save or be attacked by the green ooze.

TRANSMOGRIFY

School transmutation; Classes summoner

CASTING Casting Time 1 hour Components V, S, M (a flask of quicksilver worth 1, 000 gp) EFFECT Range touch Target your eidolon Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance no DESCRIPTION

Your eidolon's form shifts and transforms. This spell allows you to change any of the eidolon's evolutions by allocating its evolution pool on new evolutions. If you have the aspect or greater aspect ability, this spell also allows you to change the evolution points spent to modify you, including removing or adding points as allowed by those abilities.

Your eidolon cannot benefit from this spell more than once per day. This spell does not allow you to change your eidolon's base form.

- Diminished Effects You can only reallocate up to one half (round down) of your eidolon's evolution pool.
 - Heightened Effects The spell's casting time becomes 10 minutes.

TREASURE STITCHING

School transmutation; Classes bard

CASTING	and in the second
Casting Time 1 standard action Components V, S, M (a piece of embroidered larger than 10-ft. square worth 100 gp)	cloth no
EFFECT	220
Range close (25 ft. + 5 ft./2 levels) Targets all objects on cloth Duration 1 day/level (D)	6ª

Saving Throw Fortitude negates (object); Spell Resistance yes (object) DESCRIPTION

You can transform all objects placed on a cloth into an embroidered, two-dimensional representation, making it easy for you to store and transport the items. You can pile any amount or weight of objects on the cloth so long as the pile stays within the dimensions of the cloth (up to a 10-foot cube). When you cast the spell the entire pile disappears into the cloth, replaced by a highly accurate, sewn picture of the pile from whatever angle you wish. The cloth retains its normal weight and dimensions. You can restore the pile of objects at any time as a full-round action by unfurling the cloth and ordering the spell to end, consuming the cloth. Anyone else wishing to restore the objects must successfully dispel your spell. If the cloth is destroyed or significantly damaged, all objects held within the cloth are lost. This spell cannot affect artifacts or other sorts of similarly unique objects.

- Diminished Effects The spell's range becomes touch, and its duration becomes 1 hour per caster level.
- Heightened Effects Casting the spell imbues the cloth with the strength of steel (hardness 10; hp 10) without altering its weight or flexibility. If you wear the cloth in your shoulders slot (as if you were wearing a cape or a cloak), you receive a +1 shield bonus to AC (armor check penalty o; arcane spell failure chance —).

TREE STRIDE

School conjuration (teleportation); Classes ranger		
CASTING	SAC STR	1 Sty
Casting Time 1 standard action Components V, S, DF		
EFFECT	A	
Range personal Target you Duration 1 hour/level or until expended	; see text	
DESCRIPTION		an sta

When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range	
Oak, ash, yew	3, 000 feet	Carlo and
Elm, linden	2, 000 feet	
Other deciduous	1, 500 feet	
Any coniferous	1, 000 feet	No.

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

- Diminished Effects The spell's duration becomes 10 minutes per caster level.
 - Heightened Effects The spell's range becomes personal and touch, and its target becomes you and one additional willing Medium or smaller creature or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium 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.

TRUE FORM

School abjuration; Classes druid, sorcerer/wizard CASTING

Casting Time 1 standard action Component V, S

EFFECT

Range medium (100 ft. + 10 ft./level) Target up to one creature/3 levels, no two of which can be more than 30 ft. apart Duration 1 round/level Saving Throw Will negates; Spell Resistance yes DESCRIPTION

True form removes any polymorph effect from a target creature, returning it to its true form, even against its will. Against creatures affected by polymorph spell effects (such as *baleful polymorph* or giant form), you must make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the polymorph effect immediately ends.

A creature with the supernatural ability to change shape (such as a lycanthrope) must make a Will saving throw or immediately revert to its true form. If it fails this first saving throw, the creature can attempt another Will saving throw to overcome the spell as a full-round action that does not provoke attacks of opportunity. If this save succeeds, the spell ends and the creature is capable of changing shape once again. If the second save fails, the creature is locked in its true form for the duration of the spell, preventing any further polymorph effects from changing its shape.

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

UNHOLY BLIGHT

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

Casting Time 1 standard action

Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius spread Duration instantaneous (1d4 rounds); see text Saving Throw Will partial; Spell Resistance yes DESCRIPTION

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal, but remove curse is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Diminished Effects Only good creatures within the burst's radius are affected.

Heightened Effects The spell deals 1d10 points of damage per two caster levels (maximum 5d10) to each good creature in the area (or 1d8 points of damage per caster level, maximum 1od8, to an good outsider) and causes it to become sickened for 1d6 rounds.

UNHOLY SWORD

School evocation [evil]; Classes antipaladin

Casting Time 1 standard action Components V, S

EFFECT

Range touch Target melee weapon touched Duration 1 round/level Saving Throw none; Spell Resistance no DESCRIPTION

DESCRIPTION

This spell allows you to channel the powers of evil into your sword, or any other melee weapon you choose. The weapon acts as a +5 unholy weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against good opponents). It also emits a magic circle against good effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one unholy sword at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with any spells that modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with this spell's enhancement bonus to attack. Diminished Effects The weapon does not emit a magic circle against good effect.

UNIVERSAL FORMULA

School transmutation; Classes alchemist

CASTING Casting Time 1 standard action Components V, S, M (quicksilver and powdered platinum worth 100 gp) EFFECT

Range personal
Target you
Duration instantaneous
DESCRIPTION

As you ingest this extract, it transforms into the appropriate extract for any formula you know of 3rd level or lower and takes effect immediately. If the chosen formula has an expensive material component, it must be provided along with the component for this formula. You may not create an infused extract with this formula.

- Diminished Effects The extract transforms into the appropriate extract for any formula you know of 2nd level or lower.
- Heightened Effects The extract transforms into the appropriate extract for any formula you know of 4th level or lower.

UTTER CONTEMPT

School enchantment [emotion]; Classes bard	
CASTING	
Casting Time 1 standard action Components V, S, M (spittle)	
EFFECT	
Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute/level Saving Throw Will negates; Spell Resistance yes	
DESCRIPTION	

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.

V

VERMIN SHAPE

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

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.

VIPER BOMB ADMIXTURE

School conjuration (creation); Classes alchemist	1
CASTING	N/
Casting Time 1 standard action Components V, S	
EFFECT	100
Range personal Target you Duration 1 round/level	No.
DESCRIPTION	

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw a bomb and hit a target directly, up to four vipers are released from the bomb. One viper attacks the target of the direct hit, and the other vipers attack up to three creatures that take damage from the splash damage. The vipers make melee touch attacks (using your base attack bonus + Intelligence modifier) and on a hit deal 1d4 + your Intelligence modifier damage, and the target is poisoned as if by a venomous snake. Hit or miss, the conjured vipers disappear after they make the attack. The conjured snakes are not damaged or adversely affected by the bombs you throw.

- **Diminished Effects** Only one viper is released from the bomb, and it attacks the direct target of the bomb.
- Heightened Effects Up to nine vipers are released from the bomb. One viper attacks the target of the direct hit, and the other vipers attack up to eight creatures that take damage from the splash damage.

VIRTUOSO PERFORMANCE

School transmutation; Classes bard	
CASTING	
Casting Time 1 standard action Components V	
EFFECT	all and a second
Range personal	
Target you	
Duration 1 round/level	
DESCRIPTION	1

While this spell is active, you may start a second bardic performance while maintaining another. Starting the second performance costs 2 rounds of bardic performance instead of 1. Maintaining both performances costs a total of 3 rounds of bardic performance for each round they are maintained. When this spell ends, one of the performances ends immediately (your choice). Virtuoso performance does not stack with any other method of maintaining simultaneous bardic performances.

- Diminished Effects Maintaining both performances costs a total of 4 rounds of bardic performance for each round they are maintained.
- Heightened Effects Maintaining both performances costs a total of 2 rounds of bardic performance for each round they are maintained.

VITRIOLIC MIST

School evocation [acid]; Classes alchemist, sorcerer/wizard, summoner CASTING Casting Time 1 standard action Components V, S, M (a piece of lemon rind) EFFECT Range personal Target you Duration 1 round/level (D) DESCRIPTION

This spell wreathes you in yellow or green acidic mist and causes damage to each creature that attacks you in melee. The mist also protects you from acid-based attacks.

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 acid damage + 1 point per caster level (maximum +15). 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.

You take only half damage from acid-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 mist still damages creatures that attack you, but it does not protect you from acid-based attacks. Heightened Effects The mist grants you concealment (attacks have a 20% miss chance). 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).

VOLCANIC STORM

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

CASTING Casting Time 1 standard action Components V, S, M/DF (obsidian and ash) EFFECT

Range long (400 ft. + 40 ft./level) Area cylinder (20-ft. radius, 40 ft. high) Duration 1 round/level (D) Saving Throw none; Spell Resistance yes DESCRIPTION

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy ash rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

- Diminished Effects The spell's range becomes medium (100 ft. + 10 ft./level) and its area becomes a 10-foot-radius cylinder.
 - Heightened Effects The spell's area becomes a 30-foot-radius cylinder. In addition, any creature caught within the spell's area must make a Fortitude save to avoid becoming staggered.

W

WALL OF FIRE

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

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.

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 magus, sorcerer/wizard; Bloodline boreal

CASTING

Casting Time 1 standard action Components V, S, M (a piece of quartz or rock crystal) EFFECT

Range medium (100 ft. + 10 ft./level)
Effect anchored plane of ice, up to one 10-ft.
square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level
Duration 1 min./level
Saving Throw Reflex negates; see text; Spell Resistance

yes DESCRIPTION

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.

WALL OF SOUND

School evocation [sonic]; Classes bard, magus
CASTING
Casting Time 1 standard action Components V, S, M (a tuning fork and a quartz crystal)
EFFECT
Range medium (100 ft. + 10 ft./level)Effect translucent wall of sound up to 20 ft. long/level ora ring of sound with a radius of up to 5 ft./two levels;either form 20 ft. highDuration concentration + 1 round/levelSaving Throw none; Spell Resistance yes
DESCRIPTION

A translucent barrier of pure sound springs into existence. This wall is silent except for a faint hum, but bursts with discordant noise when touched by an object or creature. The wall deflects arrows, bolts, loose debris, and Small or smaller flying creatures like a *wind wall* spell, except these things rebound harmlessly rather than being directed upward. The burst of discordant noise deals 2d4 points of sonic damage to creatures within 10 feet of the triggering object or creature; touching or passing through the wall deals 2d6 points of sonic damage + 1 point of sonic damage per caster level (maximum +20). If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. A *silence* spell suppresses the wall within its area, but the wall reappears when the *silence* ends.

> **Diminished Effects** The spell's effect becomes a wall of sound up to 10 feet long per level or a ring of sound with a radius of up to 5 feet per four levels; either form is 10 ft. high.

Heightened Effects Creatures passing through the wall must make a Fortitude save or be deafened for 1d6+1 rounds.

WALL OF STONE

School conjuration (creation) [earth]; Classes summoner CASTING Casting Time 1 standard action Components V, S, M/DF (a small block of granite) EFFECT Range medium (100 ft. + 10 ft./level) Effect stone wall whose area is up to one 5-ft. square/level (S)

square/level (S)
Duration instantaneous
Saving Throw see text; Spell Resistance no
DESCRIPTION

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. 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 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

- Diminished Effects You can only create a flat, vertical stone wall, and the wall is only 1 inch thick per eight caster levels.
- Heightened Effects When a section of the wall is breached, it explodes, spraying bits of stone in a 20-foot cone toward the force that caused the breach. The explosion inflicts 1d6 points of damage per caster level (maximum 10d6).

WANDERING STAR MOTES

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

CASTING Casting Time 1 standard action Components V, S, M (a sprinkle of flash powder) EFFECT

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

You create sparkling motes of bright light that shoot toward the target and swirl around it in a complex pattern. The pattern clearly outlines the target and radiates light as if it were a sunrod, negating any concealment for the target. The target must make a successful Will save. If the target fails its save, it is dazed for 1 round and must make another save on its next turn or be dazed again for 1 round. The target must continue making Will saves each round. If a target makes its Will save, the wandering star motes jump to the nearest enemy within 30 feet, who must now make Will saves every round or be dazed. Any time a target makes its Will save, the wandering star motes jump to the next nearest enemy within 30 feet. A given creature can only be affected by the wandering star motes once; once a target has successfully saved against the spell, it cannot be affected again. If there are no new targets within 30 feet of a target that has successfully made its save, the spell immediately ends. The spell only affects enemy creatures; your allies are not affected.

- Diminished Effects If the original target makes its Will save, the spell ends.
- Heightened Effects If the target fails its save, it is stunned for 1 round and must make another save on its next turn or be stunned again for 1 round. The target must continue making Will saves each round. If a target makes its Will save, the wandering star motes jump to the nearest enemy

within 30 feet, who must now make Will saves every round or be stunned.

WREATH OF BLADES

CASTING

School abjuration; Classes magus

Casting Time 1 standard action Components V, S, F (four mithral daggers, each worth at least 502 gp each) EFFECT

Range personal Target you Area 5-foot-radius emanation centered on you Duration 1 round/level Saving Throw Reflex half (special, see below); Spell Resistance no (special, see below) DESCRIPTION

The daggers serving as focus of this spell take on a deadly sharpness as they animate and spin around you, creating a 5-foot-radius emanation of spinning mithral blades that moves with you. Any creature that starts its turn within the area of the spinning blades takes 1d4 points of damage for every two caster levels (maximum 10d4 at 20th level) and the damage bypasses DR/silver.

Furthermore, the daggers ward off some attacks, in a way similar to the *warding weapon* spell. While subject to this spell, you do not provoke attacks of opportunity for casting spells, even from creatures with the Disruptive feat. Creatures with the Spellbreaker feat can easily bypass this defensive property, though they still take damage from the spell. Your casting (even failing to cast defensively) still provokes attacks of opportunity from creatures with that feat.

Lastly, the blades that serve as the focus for this spell can be enchanted for greater effect. When all of the blades share the same enhancement bonus and special weapon qualities, a creature that is damaged by this spell is also treated as if hit by one of these weapons. For example, if a 12th level magus casts this spell using four +1 frost mithral daggers as focus, the damage dealt by the blades would be 6d4+1 plus 1d6 cold damage, as long as the daggers were commanded to be sheathed in ice. No matter the modifications made to the focus weapons, they must always be mithral daggers. No other type of weapons can serve as a focus for this spell.

- Diminished Effects The daggers do not ward off attacks. You provoke attacks of opportunity normally when casting spells.
- Heightened Effects Any creature that starts its turn within the area of the spinning blades takes 1d4 points of damage per caster level (maximum 15d4).

ZONE OF SILENCE

Z

School illusion (glamer); Classes bard CASTING Casting Time 1 round Components V, S EFFECT Range personal

Area 5-ft.-radius emanation centered on you Duration 1 hour/level (D) DESCRIPTION

By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including languagedependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful DC 20 Linguistics check to read lips can still reveal what's said inside a *zone of silence*.

Diminished Effects The spell's duration becomes 10 minutes per caster level. Heightened Effects The spell blocks all sound from entering the zone of silence. All creatures within the zone of silence are immune to sonic effects.



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