

JUSTEL SPEILS



BATHFINDER ROLEPLAYING GAME COMPATIBLE Compendium Arcanum Volume 6: 5th Level Spells





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Compendium Arcanum Volume 6: 5th Level Spells

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By Tim Wallace

ABOUT THE AUTHOR

Tim is an aspiring roleplaying game designer. His design credits include a large portion of the Pathfinder conversion of <u>Heroes of the Jade Oath</u> by Rite Publishing, the Martial Arts Guidebook, and bits of design work on the <u>Candlekeep</u> <u>Forums</u>. He also has a series of character sheets he has designed over the years.

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



ABOUT THIS BOOK

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

So, in addition to the normal Pathfinder spell details, you will see one or two new bits of text, specifically, either a "Diminished Effects" line, a "Heightened Effects" line, or both. **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 6thlevel alchemist-only spells or 4th-level paladin- or ranger-only spells) have no Heightened Effects.

Also, some spells are combinations of multiple existing spells into one new spell. These are indicated with a "merge" (*) icon and include the necessary details.

ABSORB TOXICITY

School necromancy; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a thorn from a poisonous plant) Range personal Target you Duration 10 minutes/level or until discharged Saving Throw see text; Spell Resistance no

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.

ACIDIC SPRAY

School conjuration (creation) [acid]; Level magus 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a vial of acid worth 10 gp) Range 60 ft. Effect 60-ft. line Duration instantaneous Saving Throw Reflex partial (see text); Spell Resistance yes

A spray of acid erupts from your outstretched hand, dealing 1d6 points of acid damage per caster level (maximum 15d6) to each creature within its area (Reflex half). This acid continues to burn for 1 round, dealing 1d6 points of acid damage per two caster levels (maximum 7d6) to any creature that failed its saving throw against the spell (a second Reflex save on the creature's turn negates this additional damage).

- Diminished Effects: The spell deals 1d4 points of acid damage per caster level (maximum 15d4).
- Heightened Effects: The spell deals 1d8 points of acid damage per caster level (maximum 15d8).

ANIMAL GROWTH

School transmutation; Level druid 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one animal (Gargantuan or smaller) Duration 1 min./level Saving Throw Fortitude negates; Spell Resistance yes Compendium Arcanum Volume 6: 5th Level Spells

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.

ASPECT OF THE WOLF

School transmutation (polymorph); Level druid 5 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 minute/level

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.

ASTRAL PROJECTION, LESSER

School necromancy; Level cleric/oracle 5, sorcerer/wizard 5 Casting Time 30 minutes Components V, S, M (jacinth worth 1,000 gp) Range touch Targets you plus one additional willing creature touched per two caster levels Duration see text Saving Throw none; Spell Resistance yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. While the Astral Plane touches upon other planes, you cannot leave the Astral Plane and explore other planes (though you can still return to the plane you were on when you cast this spell).

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

When this spell ends, your astral body and all of its gear, vanishes.

- Diminished Effects: The spell's range becomes personal and its target becomes self.
- Heightened Effects: The spell's targets change to you plus one additional willing creature touched per caster level.

ATONEMENT

School abjuration; **Level** cleric/oracle 5, druid 5, inquisitor 5; **Domain** purity 5

Casting Time 1 hour

Components V, S, M (burning incense), F (a set of prayer beads or other prayer device worth at least 500 gp), DF Range touch Target living creature touched Duration instantaneous Saving Throw none; Spell Resistance yes

This spell removes the burden of misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds, you must intercede with your deity (requiring you to expend 2,500 gp in rare incense and offerings). *Atonement* may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no additional cost.

Restore Class: A paladin, or other class, who has lost her class features due to violating the alignment restrictions of her class may have her class features restored by this spell.

Restore Cleric/oracle or Druid Spell Powers: A cleric/oracle or druid who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking *atonement* from another cleric/oracle of the same deity or another druid. If the transgression was intentional, the casting cleric/oracle must expend 2,500 gp in rare incense and offerings for her god's intercession.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, atonement can be used on any creature that has performed acts against its alignment, regardless of the actual alignment in question.

Note: Normally, changing alignment is up to the player. This use of *atonement* offers a method for a character to change his or her alignment drastically, suddenly, and definitively.

- Diminished Effects: The target creature may only seek atonement for acts performed unwittingly or under some form of compulsion.
 - **Heightened Effects:** In addition to the above effects, the target creature gains the benefits of the *bless* spell for 1 minute.

AWAKEN

School transmutation; Level druid 5 Casting Time 24 hours Components V, S, M (herbs and oils worth 2,000 gp), DF Range touch Target animal or tree touched Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You awaken a tree or animal to human-like sentience. To succeed, you must make a Will save (DC 10 + the animal's current HD, or the HD the tree will have once awakened). The awakened animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. If you cast *awaken* again, any previously awakened creatures remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

An awakened tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An awakened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An awakened animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An awakened animal can't serve as an animal companion, familiar, or special mount.

An awakened tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any). This spell does not function on an animal or plant with an Intelligence greater than 2.

- Diminished Effects: The spell's duration is changed to 1 day/level and the maximum Hit Dice of the tree or animal cannot exceed your caster level –3.
- Heightened Effects: The awakened tree or animal gains an inherent +2 bonus to its Intelligence, Wisdom, or Charisma score, your choice.

B

BALEFUL POLYMORPH

School transmutation (polymorph); Level druid 5, magus 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action

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Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent Saving Throw: Fortitude negates, Will partial, see text; Spell Resistance: yes

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.

BANISH SEEMING

School abjuration; Level witch 5 Casting Time 1 standard action Components V, S, M (a cold iron nail) Range touch Target one creature or object Duration instantaneous and 1 round/level; see text

Saving Throw none; Spell Resistance no

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

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

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

BARD'S ESCAPE

School conjuration (teleportation); Level bard 5 Casting Time 1 standard action Components V, S, M (pieces of a smashed fiddle) Range medium (100 ft. + 10 ft./level) Target you and up to 1 willing creature/2 caster levels, no two of which can be more than 30 ft. apart

Duration instantaneous Saving Throw none; Spell Resistance no

- You whisk yourself and willing allies out of a tight jam, or instantly transfer yourselves to another location to achieve greater strategic positioning. You can move any allies within range to any other space of your choosing within range. Those spaces need not be in line of sight or line of effect from your original position, but must be open locations on surfaces able to support the creatures teleported. Except as noted above, this spell otherwise functions as *dimension door*.
- Diminished Effects: The spell's range becomes close (25 ft. + 5 ft./2 levels), and the destination locations must be in sight when you cast the spell.
- Heightened Effects: You can bring up to 1 willing creature/caster level, no two of which can be more than 30 feet apart.

BESTOW CURSE

School necromancy [curse]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent Saving Throw Will negates; Spell Resistance yes

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.
- Merged! This spell combines the effects of the following spells: bestow curse and major curse.

BLESSING OF THE SALAMANDER

School transmutation (polymorph); Level druid 5 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 1 round/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

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; Level sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, DF Range touch Target plant touched Duration instantaneous Saving Throw Fortitude half; see text; Spell Resistance yes

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.

BREAK ENCHANTMENT

School abjuration; Level cleric/oracle 5, inquisitor 5, sorcerer/wizard 5, witch 5; Domain liberation 5, luck 5, restoration 5 Casting Time 1 minute Components V, S 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

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.

BREATH OF LIFE

School conjuration (healing); Level cleric/oracle 5; Domain healing 5 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration instantaneous Saving Throw Will negates (harmless) or Will half, see text; Spell Resistance yes (harmless) or yes, see text

This spell cures 5d8 points of damage + 1 point per caster level (maximum +25).

Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day.

Creatures slain by death effects cannot be saved by *breath of life*.

Like cure spells, *breath of life* deals damage to undead creatures rather than curing them, and cannot bring them back to life.

- Diminished Effects: The spell cures 3d8 points of damage + 1 point per caster level (maximum +20). Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1d4 days.
 - **Heightened Effects:** The spell cures 7d8 points of damage + 1 point per caster level (maximum +30).

CACOPHONOUS CALL, MASS

School enchantment (compulsion) [mindaffecting]; Level bard 5 Casting Time 1 standard action Components V, S, M (a scrap of sheet music) Range close (25 ft. + 5 ft./2 levels) Target one creature/level (all of which must be within 30 feet) Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You fill your targets' minds with a blaring cacophony of discordant sounds, making it hard

for the target to act and concentrate. The creatures gain the nauseated condition for the duration of the spell if they fail their Will save.

- Diminished Effects: The spell's target becomes one creature per three caster levels.
- Heightened Effects: If a target fails its Will save, it also takes 1d4 points of Wisdom damage.

CASTIGATE, MASS

School enchantment (compulsion) [emotion, fear, language-dependent, mind-affecting]; Level inquisitor 5 Casting Time 1 standard action Components V, S, DF 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 or 1 round; see text Saving Throw Will partial; Spell Resistance yes

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

- Diminished Effects: On a failed save, a target is only shaken. On a successful save, the spell is negated. In addition, there is no penalty for creatures who worship the same god as you.
- Heightened Effects: On a failed save, the target is also affected by the *brand* spell (even if it is not one of your spells known). A creature who worships the same god as you takes a -4 penalty on its saving throw.

CHARM MONSTER

School enchantment (charm) [mind-affecting]; Domain charm 5 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

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.

CLEANSE

School evocation; Level cleric/oracle 5, inquisitor 6; Domain divine 5 Casting Time 1 standard action Components S, DF Range personal Target you Duration instantaneous

Positive energy infuses and cleanses your body. This spell cures 4d8 points of damage + 1 point per caster level (maximum +25) and ends any and all of the following adverse conditions affecting you: ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened. In addition, *cleanse* functions as *break enchantment* upon a single additional effect of your choice that is affecting you and that can be legally affected by this effect.

If used by undead or other creatures healed by negative energy, the spell cleanses with negative energy rather than positive.

- Diminished Effects: The spell only cures 3d8 points of damage + 1 point per caster level (maximum +20).
- Heightened Effects: The spell cures 5d8 points of damage + 1 point per caster level (maximum +30).

CLOAK OF DREAMS

School enchantment (compulsion) [mindaffecting]; Level bard 5, sorcerer/wizard 6, witch 6; Domain nightmare 6 Casting Time 1 round Components V, S, M (a rose petal and a drop of perfume) Range 5 ft. Area 5-ft.-radius emanation centered on you Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

You are surrounded by a soporific aroma that causes living creatures that begin their turn or end their movement within 5 feet of you to fall asleep for 1 minute. Creatures must save each time they begin their turn or end their movement within the *cloak of dreams*, even if they have previously saved against the effect. Sleeping creatures are helpless but can be awakened with a standard action or after being wounded. Creatures with the scent special quality have a –4 penalty on their saves.

- Diminished Effects: Living creatures that begin their turn or end their movement within 5 feet of you and fail their save only fall asleep for 1 round.
- Heightened Effects: The radius of the emanation increases to 10 feet.

CLOUDKILL

School conjuration (creation); Level magus 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect cloud spreads in 20-ft. radius, 20 ft. high Duration 1 minute/level Saving Throw Fortitude partial; see text; Spell Resistance no

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 7 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

- Diminished Effects: A living creature with 3 or fewer HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with 4 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage).
- Heightened Effects: These vapors automatically kill any living creature with 4 or fewer HD (no save). A living creature with 5 to 7 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d6 points of Constitution damage on your turn each round while in the cloud). A living creature with 8 or more HD takes 1d6 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage).

COMMAND, GREATER

School enchantment (compulsion) [languagedependent, mind-affecting]; Level cleric/oracle 5, inquisitor 5; Domain inevitable 5, nobility 5, tactics 5 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Targets one creature/level, no two of which can be more than 30 ft. apart Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You give the subjects a single command, which they obey to the best of their ability at their earliest opportunity. You may select from the following options.

Approach: On its turn, each subject moves toward you as quickly and directly as possible for 1 round. Each creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. *Drop*: On its turn, each subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, each subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, each subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: Each subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If a subject can't carry out your command on its next turn, the spell automatically fails on that subject. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

Diminished Effects: The spell only functions on humanoids.

Heightened Effects: Your commands may be telepathic—no common language need be shared, and nothing need be spoken aloud.

COMMUNE

School divination; **Level** cleric/oracle 5, inquisitor 5

Casting Time 10 minutes Components V, S, M (holy or unholy water and incense worth 500 gp), DF Range personal Target you Duration 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric/oracle of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

- Diminished Effects: You are only allowed one question per two caster levels.
- Heightened Effects: Your questions can be slightly more conversational, and answers to those questions can include "probably," "probably not," "recently," "not recently," "soon," and "not soon."

COMMUNE WITH NATURE

School divination; Level druid 5 Casting Time 10 minutes Components V, S Range personal Target you Duration instantaneous

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. Inaddition, you can focus your areas of inquiry to learn an approximate direction and distance for anything whose presence you discern.

CONE OF COLD

School evocation [cold]; Level magus 5, sorcerer/wizard 5, witch 6; Domain water 6; Bloodline boreal 5 Casting Time 1 standard action Components V, S, M (a small crystal or glass cone) Range 60 ft. Area cone-shaped burst Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

- Diminished Effects: The range of the spell is reduced to 30 feet.
- Heightened Effects: All squares in the affected area are covered by ice for 1d6 rounds (see ice effects).

CONJURE BLACK PUDDING

School conjuration (summoning) [acid]; Level sorcerer/wizard 6, summoner 5 Casting Time 1 round Components V, S, M (a flask of acid worth 10 gp) Range close (25 ft. + 5 ft./2 level) Effect one summoned black pudding Duration 1 round/level (D) Saving Throw none; Spell Resistance no You summon a black pudding that immediately attacks creatures near it. You have no control over the creature, and it may attack you if there are no more obvious opponents. The black pudding is treated as a summoned creature and has the extraplanar subtype. The black pudding's split ability works normally, but all puddings derived from the summoned one disappear when the spell ends.

- Diminished Effects: You instead summon an ochre jelly.
- Heightened Effects: You instead summon a deathtrap ooze with the advanced simple template.

CONTACT OTHER PLANE

School divination; Level alchemist 5, sorcerer/wizard 5, witch 5 Casting Time 10 minutes Components V Range personal Target you Duration concentration

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

and the second of the second s	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]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

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.
- Merged! This spell combines the effects of the following spells: contagion and greater contagion.

CONTROL WATER,

School transmutation [water]; Level sorcerer/wizard 6; Bloodline aquatic 5 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*) 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

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.

CONTROL WINDS

School transmutation [air]; Level druid 5; Domain air 5, weather 6 Casting Time 1 standard action Components V, S Range 40 ft./level Area 40 ft./level radius cylinder 40 ft. high Duration 10 minutes/level Saving Throw Fortitude negates; Spell Resistance no

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell's area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- Rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area. See Environment for more details.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, uproot large trees, and cause most ships to founder. A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

- Diminished Effects: The spell's duration is reduced to 1 minute/level.
- Heightened Effects: For every two caster levels, you can increase or decrease wind strength by one level.

CORROSIVE CONSUMPTION

School conjuration (creation) [acid]; Level magus 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration 3 rounds Saving Throw none; Spell Resistance yes

With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target. On the first round, the acid deals 1 point of acid damage per caster level (maximum 15). On the second round, the acid patch grows and deals 1d4 points of acid damage per caster level (maximum 15d4). On the third and final round, the acid patch covers the entire creature and deals 1d6 points of acid damage per caster level (maximum 15d6). The target can spend a fullround action to scrape off the acid, or can wash it off with at least 1 gallon of liquid to halve the damage for that round and negate the remaining rounds of the spell.

 Diminished Effects: The spell's duration is reduced to two rounds. On the first round, the acid deals 1 point of acid damage per caster level (maximum 10). On the second round, the acid patch grows and deals 1d4 points of acid damage per caster level (maximum 10d4).

Heightened Effects: On the third and final round, the target must make a Reflex save or become permanently blinded in addition to taking acid damage. If the target scrapes or washes off the acid before the third round, it does not have to make the saving throw.

CURE CRITICAL WOUNDS

School conjuration (healing); Level druid 5, witch

Casting Time 1 standard action Components V, S Range touch Target creature touched Duration instantaneous Saving Throw Will half (harmless); see text; Spell Resistance yes (harmless); see text

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).

Merged! This spell combines the effects of the following spells: *cure critical wounds* and *cure serious wounds*.

CURE LIGHT WOUNDS, MASS

School conjuration (healing); Level bard 5, cleric/oracle 5, druid 6, inquisitor 5, witch 6 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature/level, no two of which can be more than 30 ft. apart Duration instantaneous Saving Throw Will half (harmless); see text; Spell Resistance yes (harmless); see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25)

on each selected creature. Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

- Diminished Effects: The spell stabilizes each selected living creature that has -1 or fewer hit points.
- Heightened Effects: The spell cures 2d8 points of damage + 1 point per caster level (maximum +30).
- Merged! This spell combines the effects of the following spells: mass cure light wounds and mass cure moderate wounds.

CURSE, MAJOR

Notes *Major curse* has been incorporated into *bestow curse*.

CURSE OF DISGUST

School enchantment [compulsion, curse, emotion, mind-affecting]; Level sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent Saving Throw Will negates; Spell Resistance yes

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

- Diminished Effects: The spell's range is reduced to touch.
- Heightened Effects: The DC to remove curse of disgust is equal to the save DC + 5.

CURSE OF MAGIC NEGATION

School abjuration [curse]; Level cleric/oracle 5 Casting Time 1 round Components V, S, M (powdered lead and platinum worth 250 gp) Range medium (100 ft. + 10 ft./level) Target one creature Duration 10 minutes/level Saving Throw Will negates; Spell Resistance no

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.

D

DANCE OF A HUNDRED CUTS

School transmutation; Level bard 5 Casting Time 1 standard action Components V Range personal Target you Duration 1 round/level

You become a lethal combat dancer, swirling and spinning with grace and precision. You gain a morale bonus on melee attack rolls, melee damage rolls, and Acrobatics checks, and to Armor Class. This bonus is equal to +1 per 3 caster levels (maximum +5 at 15th level). The bonus to AC is lost under any circumstances that would cause you to lose your Dexterity bonus to AC. You must remain moving for the spell to stay in effect. If in any round you do not either move at least 10 feet or make a melee attack, the spell's duration ends.

In addition, you can choose one of the following *haste*-like effects each round at the beginning of your turn.

- Increase your 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 your 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. Nor do these effects stack with *haste*.

- Diminished Effects: You gain the morale bonus on melee attack rolls, melee damage rolls, and Acrobatics checks, and to Armor Class; but you do not benefit from any of the *haste*-like effects.
 - Heightened Effects: You gain the morale bonus on melee attack rolls, melee damage rolls, and Acrobatics checks, and to Armor Class; as well as the full benefits of *haste* (instead of a once-perround *haste*-like effect).
- Merged! This spell combines the effects of the following spells: dance of a hundred cuts and dance of a thousand cuts.

DEAFENING SONG BOLT

School evocation [sonic]; Level bard 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target up to 3 creatures, no two of which can be more than 30 ft. apart Duration instantaneous Saving Throw none; Spell Resistance no

Three notes you sing or perform become tangible bolts of arcane energy that shriek across the battlefield. Each bolt requires a ranged touch attack to hit and deals 3d10 points of sonic damage, deafening the target for 1d6 rounds. The bolts may be fired at the same or different targets, but all must be fired simultaneously.

- Diminished Effects: Each bolt only deals 3d8 points of sonic damage, deafening the target for only 1d4 rounds.
- Heightened Effects: Each bolt deals 3d12 points of sonic damage, deafening the target for 1d8 rounds.

DEATH WARD

School necromancy; Level druid 5; Casting Time 1 standard action Components V, S, DF Range touch Target living creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

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.

DISMISSAL

School abjuration; Level sorcerer/wizard 5; Bloodline abyssal 5 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one extraplanar creature Duration instantaneous Saving Throw Will negates; see text; Spell Resistance yes

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]; **Level** cleric/oracle 5, inquisitor 5; **Domain** law 5

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]; Level cleric/oracle 5, inquisitor 5; Domain good 5 Casting Time 1 standard action Components V, S, DF 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

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]; **Level** cleric/oracle 5, inquisitor5; **Domain** evil 5

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]; **Level** cleric/oracle 5, inquisitor5; **Domain** chaos 5

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.

DOMINATE PERSON

School enchantment (compulsion) [mindaffecting]; Level sorcerer/wizard 5, witch 5 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one humanoid Duration 1 day/level Saving Throw Will negates; Spell Resistance yes

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 self-destructive orders) does not receive a new saving throw.

DREAM

School illusion (phantasm) [mind-affecting]; Level alchemist 5, bard 5, sorcerer/wizard 5 Casting Time 1 minute Components V, S Range unlimited Target one living creature touched Duration see text Saving Throw none; Spell Resistance yes

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell. Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

- Diminished Effects: The spell has a maximum range of 10 miles per caster level.
- Heightened Effects: The messenger may converse with the recipient for up to 1 round per caster
 level.

DUST FORM

School transmutation (polymorph); Level alchemist 5, cleric/oracle 6, druid 6, witch 6 Casting Time 1 standard action Components V, S, M (a pinch of dust gathered from a gravestone or sacred shrine) Range personal Target you Duration 1 round/level

Upon casting this spell, you keep your relative form, but you and your equipment become composed entirely of dust. While in this dust form, you take no penalties for squeezing, and can move through spaces as if you were a creature three size categories smaller without penalty. You are also considered incorporeal, though any nonmagical attack you make deals half damage (50%). Magic attacks are unaffected, and you can still use your magic items and other equipment as normal.

If the duration ends in a square that your normal space cannot occupy, you take 3d6 damage and are shunted to the nearest open space that you can normally occupy.

Diminished Effects: While you are still considered incorporeal, you still take 20% damage from nonmagical attack forms and 70% damage from magic weapons, spells, spell-like effects, and supernatural effects.

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

ECHOLOCATION

School transmutation [sonic]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V Range personal Target you Duration 10 minutes/level

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 hearingbased 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.

ELUDE TIME

School transmutation; Level alchemist 5 Casting Time 1 standard action Components V, S, M (powdered diamond, emerald, ruby, and sapphire dust worth 500 gp) Range personal Target you Duration up to 1 minute/level; see text You place yourself in a state of suspended

animation, similar to *temporal stasis*. At the time

of casting, you choose when the stasis will expire, up to the maximum duration of the spell. Until the duration ends, time ceases to flow for you, and all bodily functions cease. No force or effect can harm you until the spell expires or is removed, such as by a successful *dispel magic* spell.

- 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. In addition, you must overcome the target's spell resistance (if any) to affect them with the spell.

ENERGY SIEGE SHOT

School transmutation [variable]; Level sorcerer/wizard 5, summoner 5 Casting Time 10 minutes Component V, S, M (a ball of pitch) Range close (25 ft. + 5 ft./2 levels) Target one Large siege engine Duration 10 minute/level Saving Throw Fortitude negates (harmless, object); Spell Resistance yes (harmless/object)

This spell transforms any ammunition fired by the target ranged siege engine into ammunition made of pure energy. When casting the spell, the caster picks a one of the following energy types: acid, cold, electricity, fire, sonic, or force. The ammunition within the siege weapon now deals that type of energy damage on a hit, though the amount of damage dealt by the ammunition does not change, nor does it change any of the other effects of the ammunition. Unlike other forms of energy damage, this energy damage does full damage to objects. Based on the type of energy the caster chose while casting, the ammunition also gains one of the following effects.

Acid: The ammunition deals half its damage in a splash to all creatures and unattended objects within 15 feet of the target hit by the siege engine. Creatures can halve the splash damage

with a Reflex saving throw. The DC of the splash is the same as the DC of the spell.

Cold: The ammunition creates an ice sheen within a 20-foot-radius burst around the target of the siege engine's attack. That sheen lasts 1d6 rounds. Creatures within the ice sheen are entangled. Any creature within the area of the ice sheen at the start of its turn takes 2d6 cold damage.

Electricity: Creatures hit by the siege engine attack or within 15 feet of the attack are staggered for 1 round.

Fire: Creatures and wood objects within 15 feet of the attack may catch on fire.

Sonic: Creatures hit by the attack or within 20 feet of the attack must succeed at a Fortitude saving throw or be deafened for one hour. The DC of this effect is the same as the spell DC.

Force: No extra effect.

- Diminished Effects: The spell's duration is reduced to 1 minute/level.
- Heightened Effects: The spell can target siege engines of any size, not just Large siege engines.
- **Merged!** This spell combines the effects of the following spells: *energy siege shot* and *greater energy siege shot*.

ENERVATION

School necromancy; Domain loss 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Effect ray of negative energy Duration instantaneous Saving Throw none; Spell Resistance yes

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 1d4 × 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).

FABRICATE

School transmutation; Level sorcerer/wizard 5; Domain artifice 5 Casting Time see text

Components V, S, M (the original material, which costs the same amount as the raw materials required to craft the item to be created) Range close (25 ft. + 5 ft./2 levels) Target up to 10 cu. ft./level; see text Duration instantaneous Saving Throw none; Spell Resistance no

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet of material to be affected by the spell.

- Diminished Effects: The spell's range is reduced to touch.
- Heightened Effects: The spell's target is increased to up to 20 cubic feet/level.

FALSE VISION

School illusion (glamer); Level bard 5, sorcerer/wizard 5; Domain trickery 5 Casting Time 1 standard action Components V, S, M (crushed jade worth 250 gp) Range touch Area 40-ft.-radius emanation Duration 1 hour/level (D) Saving Throw none; Spell Resistance no

This spell creates a subtle illusion, causing any divination (scrying) spell used to view anything within the area of this spell to instead receive a false image (as the heightened *moving image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

- Diminished Effects: The spell's area is reduced to a 20-foot-radius emanation and its duration is reduced to 10 minutes/level.
 - Heightened Effects: You do not need to concentrate on the images in order to keep them animated, and you may change nature of the false image as a standard action.

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FEEBLEMIND

School enchantment (compulsion) [mindaffecting]; Level sorcerer/wizard 5, witch 5; Bloodline aberrant 5, accursed 5 Casting Time 1 standard action Components V, S, M (a handful of clay, crystal, or glass spheres) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw Will negates; see text; Spell Resistance yes

Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a –4 penalty on its saving throw.

- Diminished Effects: The effect is ability damage that heals at the normal rate. In addition, a creature that can cast arcane spells takes no penalty on its saving throw.
 - Heightened Effects: A creature that can cast arcane spells takes a –8 penalty on its saving throw.

FICKLE WINDS

School transmutation [air]; Level cleric/oracle 5, druid 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Targets one or more Medium creatures/level, no two of which can be more than 30 ft. apart Duration 1 minute/level (D) Saving Throw none (see text); Spell Resistance yes You create a mobile cylinder of wind encompassing every target of the spell and protecting them as *wind wall*, but not interfering with them in any way. For example, arrows and bolts fired at the targets are deflected upward and miss, but the targets' own arrows or bolts pass through the wall as if it were not there.

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

- Diminished Effects: The spell's range becomes touch and its target becomes one Small or Medium creature.
- Heightened Effects: You may decrease the natural wind effects for each affected creature by one step in intensity (see Sidebar: Wind Effects: Chart). This has no effect on magical wind effects.

[SIDEBAR]

Sidebar: Wind Effects: Chart

	Wind Force	Wind Speed	Ranged Attacks Normal/Sie ge Weapons ¹	Che cked Size 2	Blo wn Awa y Size 3	Fly Pen alty
	Light	0–10 mph	—/—	—	—	—
1	Mode rate	11–20 mph	—/—	-	_	_
	Stron g	21–30 mph	-2/	Tiny	_	-2
	Sever e	31–50 mph	-4/	Sma II	Tiny	-4
	Wind storm	51–74 mph	Impossible/ –4	Med ium	Sma II	-8

Hurric	75–174	Impossible/	Larg	Med	-12
ane	mph	–8	e	ium	
Torna do	175– 300 mph	Impossible/i mpossible	Hug e	Larg e	-16

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

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

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

[/SIDEBAR]

FIRE SHIELD

School evocation [fire or cold]; Domain fire 5 Casting Time 1 standard action Components V, S, M (phosphorus for the warm shield; a firefly or glowworm for the chill shield) Range personal Target you Duration 1 round/level (D)

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 SNAKE

School evocation [fire]; Level druid 5, magus 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a snake scale) Range 60 ft. Area see text Duration instantaneous Saving Throw Reflex half; Spell Resistance yes You create a sinuous line of flames that you may shape as desired. The *fire snake* affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting with you. The *fire snake* may not extend beyond its maximum range. Creatures in the path of the *fire snake* take 1d6 points of fire damage per caster level (maximum 15d6).

- Diminished Effects: Creatures in the path of the fire snake only take 1d4 points of fire damage per caster level (maximum 15d4).
- Heightened Effects: Creatures in the path of the fire snake take 1d8 points of fire damage per caster level (maximum 15d8).

FOE TO FRIEND

School enchantment (compulsion) [mindaffecting]; Level bard 5 Casting Time 1 immediate action Components V, S Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 round Saving Throw Will negates; Spell Resistance yes

Cast this spell when an enemy is about to make an attack against an ally. The creature makes the attack against a valid target of your choice instead or the attack is negated. In addition, the target is considered an ally for determining flanking for 1 round.

- Diminished Effects: The spell's range is reduced to touch.
- Heightened Effects: The spell's duration becomes concentration, up to 1 round/level.

FORBID ACTION, GREATER

School enchantment (compulsion) [languagedependent, mind-affecting]; Level cleric/oracle 5, inquisitor 5 Casting Time 1 standard action Component V Range close (25 ft. +5 ft./2 levels) Targets one creature/level, no two of which can be more than 30 ft. apart Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You forbid the targets a single course of action, which they avoid to the best of its ability. You may demand the targets not take actions that fall into one of the following options.

Attack: The targets cannot take any action that involves an attack roll, or uses a spell or ability that targets a foe or an area that includes a foe.

Cast: Targets cannot cast spells or use spell-like abilities.

Communicate: The targets cannot take any actions that allow it to communicate with anyone. This includes such acts as speaking, Bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting.

Draw: Targets cannot ready or prepare any item, weapon, component, or equipment.

Move: The targets can take no act that would cause it to end up in a different location. The targets do not resist being moved by others (and thus can be picked up or dragged, or can float along on a raft), but do not consciously attempt to move (including not directing a mount to move).

The targets are free to take any actions not forbidden by the caster. For example, a target affected by this spell's demand to not move is still free to cast spells, make attacks, or shout for help. Each creature must receive the same forbidden action.

Diminished Effects: The spell' duration becomes concentration, up to 1 round/level.

 Heightened Effects: The targets of the spell must make a Will saving throw once per round or not be able to perform the forbidden action.

FLAME STRIKE

School evocation [fire]; Level cleric/oracle 5, inquisitor5; Domain sun 5, war 5 Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft./level) Area cylinder (10-ft. radius, 40-ft. high) Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

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.

G

GEAS/QUEST

School enchantment (compulsion) [curse, language-dependent, mind-affecting]; Level bard 6, cleric/oracle 6, inquisitor 5, sorcerer/wizard 6, witch6; Domain ancestors 6, charm 6, honor 6, nobility 6 Casting Time 10 minutes

Components V

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

Target one living creature Duration 1 day/level or until discharged (D) Saving Throw none; Spell Resistance yes

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw.

If the subject is prevented from obeying the *geas/quest* for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. 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 *geas/quest*.

A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

- 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 remains in effect indefinitely or until the given instructions are completed.

GEYSER

School conjuration (creation) [fire, water]; Level magus 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M/DF (a piece of lava rock) 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

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 25foot-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; Level cleric/oracle 5, inquisitor 5 Casting Time 1 standard action Components V, S, M/DF (an old reed from a wind instrument) 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

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.

GLOBE OF INVULNERABILITY

School abjuration; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a glass or crystal bead) Range touch Target one creature or object Area 10-ft.-radius spherical emanation, centered on target Duration 1 round/level (D) Saving Throw none; Spell Resistance no An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether globe of invulnerability stops it.

- Diminished Effects: The spell's range becomes personal and its target becomes you.
- Heightened Effects: If you target yourself with the spell, it also excludes 4th-level spells and spell-like effects.
- Merged! This spell combines the effects of the following spells: *lesser globe of invulnerability* and *globe of invulnerability*.

Η

HALLOW

School evocation [good]; Level cleric/oracle 5, druid 5, inquisitor 5

Casting Time 24 hours **Components** V, S, M (herbs, oils, and incense

worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the *hallowed* area), DF **Range** touch Area 40-ft. radius emanating from the touched point

Duration instantaneous

Saving Throw see text; Spell Resistance see text

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site is warded by a *magic circle against evil* effect.

Second, the DC to resist positive channeled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Third, any dead body interred in a *hallowed* site cannot be turned into an undead creature.

Finally, you can fix a single spell effect to the *hallowed* site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a hallowed site include aid, bane, bless, darkness, daylight, death ward, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, scare, silence, tongues, and zone of truth. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time. *Hallow* counters but does not dispel *unhallow*.

- Diminished Effects: The spell effect only lasts for 1 month. At the end of the month, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again.
- **Heightened Effects:** The spell's area increases to an 80-foot radius emanation from the touched point.

HOLD MONSTER

School enchantment (compulsion) [mindaffecting]; Level sorcerer/wizard 5, witch 5; Domain law 6 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) **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

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.

HOSTILE JUXTAPOSITION

School conjuration (teleportation); Level sorcerer/wizard 6, summoner 5, witch 6 Casting Time 1 standard action Components V, S, M (a coin) Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level or until discharged Saving Throw Will negates; Spell Resistance yes

You create a dimensional link to the target creature. When attacked or the subject of a spell that deals damage to you, you can spend an immediate action to cause yourself and the target creature to teleport and switch places. The target then becomes the target of the triggering attack or spell instead of you. If you fail to teleport out of the area of an effect, that effect might still affect you. If the target creature cannot fit safely into the new space without squeezing, or you try to teleport the target into an occupied space or a space it could not normally stand within, the juxtaposition fails. Further, if the target is unconscious or dead when you attempt to switch places, the juxtaposition fails. Once you have used it to teleport once, this spell is discharged.

- Diminished Effects: The spell's target becomes one creature of your size or smaller.
- Heightened Effects: The spell's target becomes one creature of your size or smaller per four caster levels. You can switch places with each target only once while the effect lasts. Once you have used it to teleport and switch places with each affected target, the spell is discharged.
- Merged! This spell combines the effects of the following spells: hostile juxtaposition and greater hostile juxtaposition.

HUNGRY PIT

School conjuration (creation); Level sorcerer/wizard 5, summoner 5; Domain caves 5 Casting Time 1 standard action Components V, S, F (miniature shovel costing 10 gp) 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; Reflex half; see text; Spell Resistance no

You create a 10-foot-by-10-foot extradimensional hole with a depth of 10 feet per two caster levels (maximum 100 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to jump to safety in the nearest open space. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the hole take falling damage as normal. In addition, anyone within the pit, not just those on the bottom, takes 4d6 points of bludgeoning damage each round as the pit contracts and then returns to its normal size (a successful Reflex save halves this damage). The ever-shifting walls of the pit are quite difficult to scale and have a Climb DC of 35. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

- Diminished Effects: The spell's range is reduced to close (25 ft. + 5 ft./2 levels) and has a maximum depth of 30 feet.
- Heightened Effects: Anyone within the pit takes
 4d8 points of bludgeoning damage each round.

ICE CRYSTAL TELEPORT

School conjuration (teleportation) [cold]; Level sorcerer/wizard 6, summoner 5, witch 6 Casting Time 1 standard action Components V Range long (400 ft. + 40 ft./level) Target one creature Duration 1d4 rounds and instantaneous Saving Throw Will negates; Spell Resistance yes

This spell functions as teleport, except you use it to teleport yourself or one other creature to a safe location you specify (the target can bring along objects as long as their weight doesn't exceed the target's heavy load). You can only send the target to a location with which you are very familiar. The target is first trapped in ice (hardness 0, 3 hit points per inch of thickness, 1-inch-thick per caster level) for 1d4 rounds, during which time it is paralyzed, aware but unable to take any physical actions, and begins to fade away as the teleportation aspect takes effect. At the end of the 1d4 rounds, the target teleports to the specified location, and the ice's hit points drop to 0 and it quickly melts away. If the ice is destroyed before the target teleports, the spell ends and the teleport doesn't occur.

- Diminished Effects: The target must be a willing creature. In addition, the ice (hardness 0, 3 hit points per inch of thickness, 1-inch-thick per two caster levels) takes 1d6 rounds to form. At the end of the 1d6 rounds, the target teleports to the specified location.
- Heightened Effects: The ice takes only 1 round to form. After 1 round the target teleports to the specified location.

ICY PRISON

School evocation [cold]; Level sorcerer/wizard 5

Casting Time 1 standard action Components V, S Range medium (10 ft. + 10 ft./level) Target one creature Duration 1 minute/level; see text Saving Throw Reflex partial Spell Resistance yes

You trap the target in solid ice 1-inch-thick per caster level. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 1 point of cold damage per caster level each round it is helpless or entangled in the ice. The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 15 + your caster level).

- Diminished Effects: The spell's rage is reduced to close (25 ft. + 5 ft./2 levels), and its duration is reduced to 1 round/level.
- Heightened Effects: The target takes 1d4 points of cold damage per caster level each round it is helpless or entangled in the ice.

ICE STORM

School evocation [cold]; Domain water 5, weather 5

Casting Time 1 standard action Components V, S, M/DF (dust and water) 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

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.

INFLICT CRITICAL WOUNDS

School necromancy; Level witch 5 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration instantaneous Saving Throw Will half; see text; Spell Resistance yes

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).
- Merged! This spell combines the effects of the following spells: inflict serious wounds and inflict critical wounds.

INFLICT LIGHT WOUNDS, MASS

School necromancy; Level cleric/oracle 5, inquisitor 5, witch 6 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature/level, no two of which can be more than 30 ft. apart Duration instantaneous Saving Throw Will half; Spell Resistance yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies.

Like other *inflict* spells, *mass inflict light wounds* cures undead in its area rather than damaging them. A cleric/oracle capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

- **Diminished Effects:** The spell causes each selected stabilized living creature that has -1 or fewer hit points to begin dying, taking 1 point of damage per round.
- Heightened Effects: The spell deals 2d8 points of damage + 1 point per caster level (maximum +30).

Merged! This spell combines the effects of the following spells: *mass inflict light wounds* and *mass inflict moderate wounds*.

INSECT PLAGUE

School conjuration (summoning); Level cleric/oracle 5, druid 5 Casting Time 1 round Components V, S, DF Range long (400 ft. + 40 ft./level) Effect one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm Duration 1 min./level

Saving Throw none; Spell Resistance no

You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

- Diminished Effects: The spell's range is reduced to medium (100 ft. + 10 ft./level), and you may only summon one swarm of wasps.
- Heightened Effects: You instead summon a number of army ant swarms (one per three levels, to a maximum of six swarms at 18th level).

INTERPOSING HAND

School evocation [force]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, F (a soft glove) Range medium (100 ft. + 10 ft./level) Effect 10-ft. hand Duration 1 round/level (D) Saving Throw none; Spell Resistance yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of *darkness*, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An *interposing hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and is AC 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the
full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster.

Disintegrate or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

- Diminished Effects: The spell's range is reduced to close (25 ft. + 5 ft./2 levels), and the *interposing* hand only provides partial cover (+2 AC).
- Heightened Effects: The hand can also pursue and bull rush one opponent you select. The hand gets one bull rush attack per round. This attack does not provoke an attack of opportunity. Its CMB for bull rush checks uses your caster level in place of its base attack bonus, with a +8 bonus for its Strength score (27), and a +1 bonus for being Large. The hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. Directing the spell to a new target is a move action. The hand prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the hand and the target closer to you.
- **Merged!** This spell combines the effects of the following spells: *interposing hand* and *forceful hand*.

JOYFUL RAPTURE

School conjuration (healing) [emotion]; Level bard 5, cleric/oracle 6, sorcerer/wizard 7 Casting Time 1 standard action Components V, S Range 60 ft. Area all allies and opponents within a 60-ft.-radius burst centered on you Duration instantaneous Saving Throw no; Spell Resistance yes

Your inspired words overwhelm others with transcendental bliss. All allies within the area of effect are freed from any harmful emotion effects. The spell also cures 1d4 points of Intelligence, Wisdom, or Charisma damage (your choice) to all allies in the area

- Diminished Effects: The spell does not cure any ability damage.
- Heightened Effects: The spell also cures 1d4 points of Intelligence, Wisdom, and Charisma damage

K

KI SHOUT

School evocation [sonic]; Level bard 5, sorcerer/wizard 7 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Fortitude partial Spell Resistance yes

With a guttural bark, you unleash a sudden blast of sonic energy that strikes your opponent. The target takes 1d6 points of sonic damage per level (maximum 20d6) and is stunned for 1 round; a successful Fortitude save reduces the damage by half and negates the stun.

- Diminished Effects: The target takes 1d6 points of sonic damage per level (maximum 15d6) and is staggered for 1 round; a successful Fortitude save reduces the damage by half and negates the staggered condition.
- Heightened Effects: The spell can target any type of creature, but only living creatures must make a Fortitude saving throw or become stunned.

LANGUID BOMB ADMIXTURE

School enchantment (compulsion) [mindaffecting]; Level alchemist 5 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level Saving Throw Will negates (special, see below); Spell Resistance yes

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the words "bomb admixture" in their titles) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the those of the new one become active.

When you throw a bomb and hit a direct target, it affects up to four creatures—the creature the bomb hit directly, and up to three other creatures damaged by the splash (alchemist's choice). Those creatures must succeed at a Will saving throw or become fatigued.

- Diminished Effects: Only the direct target of the bomb must succeed at a Will saving throw or become fatigued.
- Heightened Effects: All creatures damaged by the splash must succeed at a Will saving throw or become fatigued.

LEND JUDGMENT, GREATER

School divination; Level inquisitor 5 Casting Time 1 standard action Components V, DF Range touch Target one ally Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You create a conduit of divine knowledge and outrage between you and an ally. That ally gains the benefit of all your active judgments (as do you). If you cannot use a judgment (for example, if you are not in combat, are frightened or unconscious, and so on) or change judgments, the ally loses the benefit of the judgment.

- Diminished Effects: The target ally only gains on half (minimum 1) of the benefit of all your active judgments for a maximum of 5 rounds.
- Heightened Effects: All allies within 10 feet of you at the time the spell is cast gain the benefit of all your active judgments. The center of the effect is mobile with you. Any affected creature loses the benefit of a judgment if you cannot use the judgment, you change the judgment, or they move out of the affected area.

LIFE BUBBLE

School abjuration; Level cleric/oracle 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M/DF (a bit of eggshell) Range touch Target creatures touched, up to one/level Duration 2 hours/level; see text Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

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.

LIFE CONDUIT, GREATER

School conjuration (healing); Level summoner 5 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

You utilize greater life conduit to share hit points with your eidolon. While this spell is active, you can spend a swift action to transfer 3d6 hit points between you and your eidolon, either taking damage yourself and healing your eidolon or healing yourself and damaging your eidolon. If your eidolon moves farther than 50 feet from you, this spell ends.

- Diminished Effects: You can transfer 3d4 hit points as a swift action.
- Heightened Effects: You can transfer 4d4 hit points as a swift action.

LIGHTNING ARC

School evocation

[electricity]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (fur and two glass figurines) Range long (400 ft. + 40 ft./level) Targets two creatures or objects which must be no more than 60 ft. apart Duration instantaneous Saving Throw Reflex half; Spell Resistance yes (see text)

You generate an arc of lightning between two targets. The lightning deals 1d6 points of electricity damage per caster level (maximum 15d6) to both targets and any creatures in a line connecting them. The spell fails if there is no line of effect between the targets. *Lightning arc* sets fire to combustibles and damages objects in its path. It can melt metals that have a low melting point, such as lead, gold, copper, silver, or bronze.

- Diminished Effects: The spell deals a maximum of 10d6 points of electricity damage to both targets.
- Heightened Effects: Both targets must make a Fortitude saving throw or be stunned for 1 round.

LITANY OF THUNDER

School evocation [language dependent, sonic]; Level inquisitor 5 Casting Time 1 swift action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round Saving Throw Fortitude negates; Spell Resistance yes

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]; Level inquisitor 5 Casting Time 1 swift action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round Saving Throw no; Spell Resistance yes

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).

M

MAGE'S FAITHFUL HOUND

School conjuration (creation); Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a tiny silver whistle, a piece of bone, and a thread) 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 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; Level alchemist 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, F (a gem or crystal worth at least 100 gp) Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 hour/level or until you return to your body

Saving Throw Will negates; see text; Spell Resistance yes

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; Level cleric/oracle 5 Casting Time 1 standard action Components V, S, M/DF (black powder) 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)

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 1hour intervals among the imbued siege engines.

MARK OF JUSTICE

School necromancy; Level cleric/oracle 5 Casting Time 10 minutes Components V, S, DF Range touch Target creature touched Duration permanent; see text Saving Throw none; Spell Resistance yes

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.

MATTER FABRICATION

School conjuration (creation); Level sorcerer/wizard 5 Casting Time: 10 minutes Components V, S, M (a tiny piece of matter of the same sort of item you plan to create) Range close (25 ft. + 5 ft./2 levels)

Duration see text Saving Throw none; Spell Resistance no

You create an unattended, nonmagical object of nonliving vegetable or mineral (stone, crystal, metal, or the like) matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Attempting to use any created object as a material component causes the spell to fail.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal*	1 round/level

* Includes adamantine, alchemical silver, and mithral. You can't use *matter fabrication* to create a cold iron item.

- Diminished Effects: The spell's casting time is reduced to 1 minute, and its range is reduced to 0 feet. However, you can only create an unattended, nonmagical object of nonliving vegetable matter with a duration of 1 hour/level.
- Heightened Effects: The spell's range is reduced to 0 feet, and its duration becomes instantaneous. However, you can only create an unattended, nonmagical object of nonliving vegetable matter, stone, crystal, or base metal. The created object's value cannot exceed 50 gp per caster level.
- Merged! This spell combines the effects of the following spells: *minor creation* and *major creation*. In addition, if you are wondering as to whether or not it "breaks the game" to

allow a spellcaster to create a permanent item, please consider that the cost of having a spellcaster cast a spell as a service is caster level × spell level × 10 gp. Therefore, an 11th level wizard casting the heightened version of *matter fabrication* could conjure an item of up to 550 gp in value. The same wizard could cast a 6th level spell as a service and expect remuneration in the amount of 660 gp.

MIND FOG

School enchantment (compulsion) [mindaffecting]; Level bard 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect fog spreads in 20-ft. radius, 20 ft. high Duration 30 minutes and 2d6 rounds; see text Saving Throw Will negates; Spell Resistance yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a –10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

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

The fog is thin and does not significantly hamper vision.

- Diminished Effects: The mist bestows a –5 penalty on Will saves but no penalty on Wisdom checks.
- Heightened Effects: Creatures in the mind fog also take a -10 penalty on Wisdom-based skill checks.

MIRAGE ARCANA

School illusion (glamer); Level bard 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range long (400 ft. + 40 ft./level) Area one 20-ft. cube/level (S) Duration concentration + 1 hour/ level (D) Saving Throw Will disbelief (if interacted with); Spell Resistance no

You make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. The spell can alter the appearance of structures (or add them where none are present). It can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

- Diminished Effects: The spell's range is reduced to medium (100 ft. + 10 ft./level) and its duration becomes concentration + 10 minutes/level.
 - **Heightened Effects:** The spell's area becomes on 30-foot cube/level.

MISLEAD

School illusion (figment, glamer); Level alchemist 6, bard 5, magus 6, sorcerer/wizard 6; Domain luck 6, trickery 6 Casting Time 1 standard action Components S Range close (25 ft. + 5 ft./2 levels) Target/Effect you/one illusory double Duration 1 round/level (D) and concentration + 3 rounds; see text Saving Throw none or Will disbelief (if interacted with); see text; Spell Resistance no You become invisible (as *greater invisibility*, a

You become invisible (as *greater invisibility*, a glamer), and at the same time, an illusory double of you (as the heightened form of *moving image*, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves

as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *greater invisibility* lasts for 1 round per level, regardless of concentration.

- Diminished Effects: The illusory double can create some minor sounds, but not understandable speech. Both the invisibility and the illusory double last as long as you concentrate upon the effect, plus 2 additional rounds.
- Heightened Effects: The illusory double follows a script determined by you. The illusory double follows that script without your having to concentrate on it. Both the invisibility and the illusory double last for 1 round/level.

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NAMED BULLET

School divination; Level inquisitor 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, M/DF (an item from the selected creature or creature type) 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)

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).
- Merged! This spell combines the effects of the following spells: named bullet and greater named bullet.

NIGHTMARE

School illusion (phantasm) [mind-affecting, evil]; Level alchemist 5, bard 5, sorcerer/wizard 5; Domain madness 5, sleep 6 Casting Time 10 minutes Components V, S Range unlimited Target one living creature

Duration instantaneous Saving Throw Will negates; see text; Spell Resistance yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

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 to a creature of which you have no knowledge.

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 10 minutes per caster level of the *dispel evil*. If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail Reflex and Will saving throws, for example.)

Creatures who don't sleep (such as outsiders) or dream are immune to this spell.

- Diminished Effects: The spell's casting time is increased to 1 hour.
 - **Heightened Effects:** The spell can target one living creature per five caster levels. If a target fails its Will save, you may also cause it to be the target of a *magic mouth* spell upon awakening (usually to deliver a cryptic threat or warning).



OVERLAND FLIGHT

School transmutation; Level alchemist 5, magus 5, sorcerer/wizard 5, witch 5; Domain trade 5; Bloodline arcane 5 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 hour/level

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 land 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.

Ρ

PERMANENCY

School universal; Level sorcerer/wizard 5 Casting Time 2 rounds Components V, S, M (see tables below) Range see text Target see text Duration permanent; see text Saving Throw none; Spell Resistance no

This spell makes the duration of certain other spells permanent. You first cast the desired spell and then follow it with the *permanency* spell. Depending on the spell, you must be of a minimum caster level and must expend a specific gp value of diamond dust as a material component.

You can make the following spells permanent in regard to yourself.

Spell	Minimum Caster Level	GP Cost
Arcane sight	11th	7,500 gp
Comprehend languages	9th	2,500 gp
Darkvision	10th	5,000 gp
Detect magic	9th	2,500 gp
Read magic	9th	2,500 gp
See invisibility	10th	5,000 gp
Tongues	11th	7,500 gp

You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Spell	Minimum Caster Level	GP Cost
Anthropomorphic animal	11th	7,500 gp

Enlarge person	9th	2,500 gp
Magic fang	9th	2,500 gp
Magic fang, greater	11th	7,500 gp
Reduce person	9th	2,500 gp
Resistance	9th	2,500 gp
Telepathic bond*	13th	12,500 gp

*Only bonds two creatures per casting of permanency.

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

	Spell	Minimum Caster Level	GP Cost
	Alarm	9th	2,500 gp
1	Animate objects	14th	15,000 gp
	Create demiplane, lesser	15th	17,500 gp
	Create demiplane	16th	20,000 gp
100	Create demiplane, greater	17th	22,500 gp
	Dancing lantern	9th	2,500 gp
	Dancing lights	9th	2,500 gp
	Ghost sound	9th	2,500 gp
	Gust of wind	10th*	5,000 gp^
	Invisibility	10th	5,000 gp

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Loathsome veil	11th*	7,500 gp
Mage's private sanctum	13th	12,500 gp
Magic mouth	10th	5,000 gp
Phase door	15th	17,500 gp
Prismatic sphere	17th	22,500 gp
Prismatic wall	16th	20,000 gp
Sanctify corpse	9th	2,500 gp^
Shrink item	11th	7,500 gp
Solid fog	12th	10,000 gp
Stinking cloud	11th	7,500 gp
Symbol of death	16th	20,000 gp
Symbol of fear	14th	15,000 gp
Symbol of healing	12th*	10,000 gp
Symbol of insanity	16th	20,000 gp
Symbol of mirroring	10th	5,000 gp
Symbol of pain	13th	12,500 gp
Symbol of persuasion	14th	15,000 gp
Symbol of revelation	12th	10,000 gp
Symbol of scrying	13th	12,500 gp^

Symbol of sleep	13th*	12,500 gp^
Symbol of slowing	12th*	10,000 gp
Symbol of strife	17th*	22,500 gp^
Symbol of stunning	15th	17,500 gp
Symbol of vulnerability	17th*	22,500 gp^
Symbol of weakness	15th	17,500 gp
Teleportation circle	17th	22,500 gp
Wall of fire	12th	10,000 gp
 Wall of force	13th	12,500 gp^
Web	10th	5,000 gp

*Minimum caster level changed to reflect Table: Calculating *Permanency* Cost (see below).

^GP cost changed to reflect Table: Calculating *Permanency* Cost (see below).

Spells cast on other targets are vulnerable to *dispel magic* as normal. The GM may allow other spells to be made permanent.

Diminished Effects: The GP cost of casting of permanency is reduced (see chart below), but each spell is activated by a command word and only usable three times per day.

Original GP Cost	Diminished GP Cost
2,500 gp	1,500 gp
5,000 gp	3,000 gp

SARDIN POLY AND		
7	,500 gp	4,500 gp
10),000 gp	6,000 gp
12	2,500 gp	7,500 gp
15	5,000 gp	9,000 gp
17	7,500 gp	10,500 gp
20),000 gp	12,000 gp
22	2,500 gp	13,500 gp

Heightened Effects: The DC of the dispel check (see dispel magic) DC to remove a spell made permanent by permanency is equal to 15 + the spell's minimum caster level.

Table: Calculating Permanency Cost

Spell Level*	Minimum Caster Level	GP Cost
0	9th	2,500 gp
1st	9th	2,500 gp
2nd	10th	5,000 gp
3rd	11th	7,500 gp
4th	12th	10,000 gp
5th	13th	12,500 gp
6th	14th	15,000 gp
7th	15th	17,500 gp
8th	16th	20,000 gp

9th	17th	22,500
		gp

*A spell's level is presumed to be the sorcerer/wizard version. If the spell in question is not a sorcerer/wizard spell, then default to witch, cleric/oracle, druid, magus, summoner, bard, alchemist, inquisitor, paladin, and ranger, in that order.

PERSISTENT IMAGE

School illusion (figment); Level bard 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, F (a bit of fleece) Range long (400 ft. + 40 ft./level) Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S) Duration 1 min./level (D) Saving Throw Will disbelief (if interacted with); Spell Resistance no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

- Diminished Effects: The spell's duration is reduced to 1 round/level.
- Heightened Effects: The spell's effect becomes a figment that cannot extend beyond a 20-foot cube + one 10-foot cube per level caster level, and the spell's duration becomes permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Merged! This spell combines the effects of the following spells: persistent image and permanent image.

PHANTASMAL WEB

see text; Spell Resistance yes

School illusion (phantasm) [mind-affecting]; Level bard 5, sorcerer/wizard 5; Domain insanity 6 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one creature/level, no two of which may be more than 30 ft. apart Duration 1 round/level (D) Saving Throw Will disbelief, then Fortitude partial;

You implant within the minds of your targets the illusion that they are engulfed in tangled webs teeming with swarms of tiny spiders. Those who fail to disbelieve the *phantasmal web* gain the grappled condition. In addition, affected targets must make a Fortitude save at the beginning of each turn or become nauseated for that round by the phantasmal spiders.

As the *phantasmal web* exists only in the minds of the targets, it cannot be burned or destroyed, and it provides no cover (though it does provide concealment) against attacks made by the targets. The entire area of the *phantasmal web* is considered difficult terrain for the targets. Targets cannot escape the *phantasmal web* by moving, even by *teleportation*. *Freedom of movement* allows unobstructed movement but does not negate the concealment or nausea effects.

Targets of the spell perceive everyone else around them to be engulfed in webs and swarming spiders, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).

- Diminished Effects: The spell's duration is reduced to 1 round.
- Heightened Effects: In addition to becoming nauseated, targets that fail their Fortitude save at the beginning of each turn take 1d6 points of swarm damage and must also make a second Fortitude save or become afflicted by the

phantasmal spiders' poison. The poison deals 1d2 Strength damage per round for 2 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. If the spell's duration ends or affected creature makes a successful disbelief roll with the assistance of their allies, half of the accumulated Strength damage is immediately healed.

PILLAR OF LIFE

School conjuration (healing) [light]; Level cleric/oracle 5 Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft./level) Effect 5-ft.-square pillar of positive energy, 20 ft. high Duration 1 round/level Saving Throw none; Spell Resistance no

You conjure a pillar of positive energy in a single 5foot square within range that radiates light as if it were a sunrod. Living creatures adjacent to the pillar can spend a standard action to touch the pillar and heal 2d8 points of damage + 1 point per caster level (maximum +20). Creatures can move into the square containing the pillar, but if an undead creature moves into the pillar it takes 1d6 points of damage per caster level (maximum 10d6). Undead creatures vulnerable to bright light take 1d8 points if damage per caster level (maximum 10d8). A creature cannot benefit or suffer more than once from a single casting of this spell.

- Diminished Effects: Living creatures adjacent to the pillar can spend a standard action to touch the pillar and heal 1d8 points of damage + 1 point per caster level (maximum +15). If an undead creature moves into the pillar it takes 1d6 points of damage per caster level (maximum 5d6). Undead creatures vulnerable to bright light take 1d8 points if damage per caster level (maximum 5d8).
- Heightened Effects: Living creatures adjacent to the pillar can spend a standard action to touch the

pillar and heal 3d8 points of damage + 1 point per caster level (maximum +25). If an undead creature moves into the pillar it takes 1d6 points of damage per caster level (maximum 15d6). Undead creatures vulnerable to bright light take 1d8 points if damage per caster level (maximum 15d8).

PLAGUE CARRIER

School necromancy [disease, evil]; Level sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration 1 hour/level Saving Throw Fortitude negates (harmless); Spell Resistance yes

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 ADAPTATION

School transmutation; Level alchemist 6, cleric/oracle 5, sorcerer/wizard 6, summoner 6 Casting Time 1 standard action Component V, S Range touch Target creature touch Duration 1 hour/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Planar adaptation grants the target immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, it gains energy resistance 20 to a single energy type prevalent on that plane (choose one if more than one type is equally prevalent). *Planar adaptation* has no effect when cast upon your native plane.

- Diminished Effects: The spell's range becomes personal and its target becomes you.
- Heightened Effects: The spell's range becomes close (25 ft. + 5 ft./2 levels), and its target becomes one creature per caster level, no two of which can be more than 30 ft. apart.
- Merged! This spell combines the effects of the following spells: planar adaptation and mass planar adaptation.

PLANAR ALLY

School conjuration (calling) [see text]; Level cleric/oracle 5; Domain agathion 6, archon (good, law) 6, azata (chaos, good) 6 Components V, S, M (offerings worth 875 gp plus payment, see text), DF Casting Time 10 minutes Range close (25 ft. + 5 ft./2 levels) Effect one called outsider of 9 HD or less Duration instantaneous Saving Throw none; Spell Resistance no

By casting this spell, you request your deity to send you an outsider (of 9 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

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

- Diminished Effects: The spell's material component is 500 gp plus payment, and you may only call a single outsider of 6 HD or less.
- Heightened Effects: The spell's material component is 1,250 gp plus payment, and you may call a single outsider of 12 HD or less, or two outsiders of the same kind whose HD total no more than 12, which cannot be more than 30 ft. apart when they appear. The creatures agree to help you and request your return payment together.

Merged! This spell combines the effects of the following spells: planar ally and lesser planar ally.

PLANAR BINDING

School conjuration (calling) [see text]; Level sorcerer/wizard 5; Domain rune 5 Components V, S Casting Time 10 minutes 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

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 +0 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.

Merged! This spell combines the effects of the following spells: *lesser planar binding* and *planar binding*.

PLANE SHIFT

School conjuration (teleportation); Level cleric/oracle 5, sorcerer/wizard 7, summoner 5, witch 7; Domain freedom 5; Bloodline aberrant 7 Casting Time 1 standard action Components V, S, F (a forked metal rod attuned to the plane of travel) Range touch Target creature touched, or up to eight willing creatures joining hands Duration instantaneous Saving Throw Will negates; Spell Resistance yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting *plane shift* again).

- Diminished Effects: The spell's range becomes personal and its target becomes you.
- Heightened Effects: You appear 1 to 100 miles (1d%) from your intended destination on another plane.

POSSESS OBJECT

School necromancy; Level sorcerer/wizard 5, witch 5 Casting Time 1 standard action

Components V, S, F (a gem or crystal worth at least 100 gp) Range medium (100 ft. + 10 ft./level) Target one object; see text Duration 1 hour/level or until you return to your body

You transfer your mind to a single object, animating it as if using *animate objects*, except your mind controls the animated object within range as if it were your own body. You cannot speak or cast spells while possessing the object. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the object you intend to animate 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. Because your original body is effectively dead while under the effect of this spell, this temporarily suspends disease, poisons, and other afflictions affecting you.

If the animated object is destroyed, you return to your body, if within range. If the animated object is destroyed beyond the range of the spell, you die.

- **Diminished Effects:** The spell's duration is reduced to 10 minutes/level, or until you return to your body.
- Heightened Effects: If the animated object is destroyed beyond the range of the spell, you may make a DC 20 Fortitude save to avoid dying. Even if you make your save, you still take 5d6 points of damage and are stunned for 1d4 rounds.

PRYING EYES

School divination; Level sorcerer/wizard 5, witch 5 Casting Time 1 minute Components V, S, M (a handful of crystal marbles) Range 1 mile Effect 10 or more levitating eyes Duration 1 hour/level; see text (D) Saving Throw none; Spell Resistance no You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with a +20 bonus on Fly skill checks and a +16 bonus on Stealth skill checks. It has a Perception modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself. Diminished Effects: The eyes exist for up to 10 minutes per caster level or until they return to you., and have a Perception modifier equal to your caster level (maximum +10).

Heightened Effects: The eyes gain darkvision out to a range 120 feet, and have a Perception modifier equal to your caster level (maximum +20).

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RAISE ANIMAL COMPANION

School conjuration (healing); Level druid 5 Casting Time 1 minute Components V, S, M (a diamond worth 1,000 gp) Range touch Target dead animal companion or bonded mount Duration instantaneous Saving Throw none, see text; Spell Resistance yes (harmless) 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 2,000 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 0 are raised to 2.

RAISE DEAD

School conjuration (healing); Level cleric/oracle 5, witch 6 Casting Time 1 minute

Components V, S, M (diamond worth 5,000 gp), DF

Range touch

Target dead creature touched

Duration instantaneous

Saving Throw none, see text; Spell Resistance yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be 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.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Constitution to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. 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.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

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

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 a diamond worth 10,000 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 0 are raised to 2.

RAPID REPAIR

School transmutation; Level cleric/oracle 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, DF Range touch Target construct touched Duration 1 round/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

The targeted construct gains fast healing 5. This does not stack with any fast healing the construct already has. Fast healing has no effect on a construct that has been brought to 0 hit points or destroyed.

- Diminished Effects: The targeted construct only gains fast healing 2.
- Heightened Effects: The spell's casting time increases to 1 minute. By providing the special materials used in creating the construct as a spell component (for example, a clay golem requires

rare oils and powders worth 1,500 gp), the spell can repair a construct that has been brought to 0 hit points or destroyed. The body of the construct to be repaired must be whole. Otherwise, missing parts are still missing when the construct is repaired. If mindless, the construct will treat you as its creator after it has been repaired in this manner.

REINCARNATE

School transmutation; Level witch 5 Casting Time 10 minutes Components V, S, M, DF (oils worth 1,000 gp) Range touch Target dead creature touched Duration instantaneous Saving Throw none, see text; Spell Resistance yes (harmless)

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 0 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.

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
75–89	Human	+0	+0	+2
90–93	Kobold	-4	+2	-2
94	Lizardfolk	+2	+0	+2
95–98	Orc	+4	+0	+0
99	Troglodyte	+0	-2	+4
100	Other (GM's choice)	?	?	?

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.

REJUVENATE EIDOLON, GREATER

School conjuration (healing); Level summoner 5 Casting Time 1 standard action Components V, S, M (a drop of your blood) Range touch

Target eidolon touched Duration instantaneous Saving Throw none; Spell Resistance no

By laying your hand upon an eidolon, you cause its wounds to close and its form to solidify. This spell cures 5d10 points of damage +1 point per caster level (maximum +20).

- Diminished Effects: The spell only cures 4d10 points of damage +1 point per caster level (maximum +15).
- Heightened Effects: The spell cures 6d10 points of damage +1 point per caster level (maximum +25).

REPROBATION

School transmutation [curse, see text]; Level cleric/oracle 5, druid 5 Components V, S, DF Casting Time 1 minute Range close (25 ft. + 5 ft./2 levels) Target one creature of your faith Duration permanent Saving Throw none; Spell Resistance yes

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.

RESONATING WORD

School transmutation [sonic]; Level bard 5, sorcerer/wizard 7 Casting Time 1 standard action Components V Range medium (100 ft. + 10 ft./level) Target one creature Duration 3 rounds Saving Throw Fortitude partial; Spell Resistance yes

You speak a terrible word of power, setting up potentially lethal vibrations in the chosen target. The target must save once each round on your turn, and the effects grow stronger for each saving throw the creature fails.

On the first round, the target takes 5d6 points of sonic damage and is staggered for 1 round. A successful save halves the damage and negates the staggered effect.

On the second round, the target takes 5d6 points of damage and is stunned for 1 round. A successful save halves the damage and negates the stunning effect.

On the third round, the target takes 10d6 points of damage and is stunned for 1d4+1 rounds. A successful save halves the damage and negates the stunning effect.

The *resonating word* has no power after the third round, even if the spell's duration is increased.

- Diminished Effects: The spell's range is recued to close (25 ft. + 5 ft./2 levels), and its duration is reduced to 2 rounds Therefore the *resonating* word has no power after the second round.
- Heightened Effects: The spell affects all creatures in a 10-foot-radius burst from the target creature (including the target creature).

RESOUNDING BLOW

School evocation [sonic]; Level inquisitor 5 Casting Time 1 swift action Components V Range personal Target you Duration 1 round/level Saving Throw Fortitude partial; see text; Spell Resistance no

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. a successful critical hit, the target is stunned for 1d4 rounds and deafened for 1d8 rounds.

REST ETERNAL

School necromancy [curse]; Level druid 5, witch 5 Casting Time 1 round Components V, S, M/DF (ashes and a vial of holy or unholy water) Range touch Target one dead creature touched Duration permanent

Saving Throw none; Spell Resistance no

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.

RIGHTEOUS MIGHT

School transmutation; Level cleric/oracle 5, inquisitor 5; Domain glory 5, growth 5, strength 5 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level (D)

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength and Constitution and take a -2 penalty to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You gain DR 5/evil (if you normally channel positive energy) or DR 5/good (if you normally channel negative energy). At 15th level, this DR becomes 10/evil or 10/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process (see Additional Rules for rules on breaking objects). If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your 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 effects that increase size do not stack.

- Diminished Effects: You gain a +2 size bonus to Strength and Constitution, and a +1 enhancement bonus to your natural armor. You only gain DR 5/magic. At 15th level, this DR becomes 5/evil or 5/good.
- Heightened Effects: The spell's range becomes touch and its target becomes one creature.

S

SCRYING

School divination (scrying); Level cleric/oracle 5 Casting Time 1 hour Components V, S, M/DF (a pool of water), F (a silver mirror worth 1,000 gp) Range see text Effect magical sensor Duration 1 min./level Saving Throw Will negates; Spell Resistance yes

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,	-10
etc.	

*You must have some sort of connection (see below) to a creature of which you have no knowledge.

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*.

SECRET CHEST

School conjuration (summoning); Level sorcerer/wizard 5, witch 5 Casting Time 10 minutes Components V, S, F (the chest and its replica) Range see text Target one chest and up to 1 cu. ft. of goods/caster level Duration 60 days or until discharged Saving Throw none; Spell Resistance no

You hide a chest on the Ethereal Plane for as long as 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail) so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

- Diminished Effects: The spell's duration becomes
 30 days, after which there is a cumulative chance
 of 10% per day that the chest is irretrievably lost.
- Heightened Effects: The spell's duration becomes a year and a day, after which there is a cumulative chance of 1% per day that the chest is irretrievably lost.

SEEMING

School illusion (glamer); Level bard 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Targets one creature per two levels, no two of which can be more than 30 ft. apart Duration 12 hours (D)

Saving Throw Will negates or Will disbelief (if interacted with); Spell Resistance yes or no; see text

You make the targets—including clothing, armor, weapons, and equipment—look different. They can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change their creature type (although they can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or make them look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of them or their equipment. If you use this spell to create disguises, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

- Diminished Effects: The spell's duration becomes 2 hours, and you can only target one creature per three caster levels.
 - Heightened Effects: The spell's range becomes long (400 ft. + 40 ft./level), its target becomes any number of creatures, and its duration becomes 24 hours. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but spell resistance doesn't help.

Merged! This spell combines the effects of the following spells: seeming and veil.

SENDING

School evocation; Level alchemist 5, sorcerer/wizard 5 Casting Time 10 minutes Components V, S, M/DF (fine copper wire) Range see text Target one creature Duration 1 round; see text Saving Throw none; Spell Resistance no 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, mind-affecting]; Level cleric/oracle 5, sorcerer/wizard 6 Casting Time 1 standard action Components V, S 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

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 EVOCATION

School illusion (shadow) [shadow]; Level bard 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range see text Effect see text Duration see text Saving Throw Will disbelief (if interacted with); Spell Resistance yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a shadow evocation, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to shadow evocation's level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

- Diminished Effects: The spell can mimic any sorcerer or wizard evocation spell of 3rd level or lower. The shadow evocation is only one-tenth (10%) as strong as the real thing if disbelieved.
- Heightened Effects: The spell can mimic any sorcerer or wizard evocation spell of 5th level or lower. The shadow evocation is only three-tenths (30%) as strong as the real thing if disbelieved.

SHADOW WALK

School illusion (shadow) [shadow]; Level alchemist 6, bard 5, sorcerer/wizard 6; Domain darkness 6 Casting Time 1 standard action Components V, S Range touch Targets up to one touched creature/level Duration 1 hour/level (D) Saving Throw Will negates; Spell Resistance yes

To use the *shadow walk* spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 × 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 × 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

- Diminished Effects: The spell's range becomes personal and its target becomes you.
- ★ Heightened Effects: Rather than being shunted in a random direction when the spell effect ends, your arrival is affected by how familiar you are with your desired endpoint. Roll d% and consult the table below. Refer to the following information for definitions of the terms on the table. 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 travelling 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.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is $1d10 \times 100$ feet from your desired endpoint.

Similar Area: You appear safely in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within 1d10 × 1,000 feet of your desired endpoint.

Mishap: You and anyone else travelling with you exit into a solid object. You are shunted 1d10 × 1,000 feet in a random horizontal direction from your desired endpoint. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Familiarity	On	Off	Similar	Mish
	Target	Target	Area	ар

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	—	_	81–92	93– 100

SHADOWBARD

School illusion (shadow) [shadow]; Level bard 5 Casting Time 1 standard action Components V, S, M Range close (25 ft. +5 ft./2 levels) Effect phantom singer Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You conjure up a guasi-real phantom singer that is visible as a shifting, shadowy duplicate of yourself. The singer follows you automatically, moving as you move even if you teleport. The singer cannot be damaged, but can be dispelled. When a shadowbard comes into being, it immediately begins a bardic performance of your choice-it has access to all of the bardic performances that you do. It continues that bardic performance until you direct it as a move action to switch to a different performance. Rounds spent by a shadowbard creating a bardic performance do not decrease the number of rounds you can use your own bardic performance, nor can a shadowbard's bardic performance be used to trigger spells that require you to begin or cease a bardic performance.

Diminished Effects: The singer can be attacked damaged normally. It has an AC equal to 10 + 1/2 your caster level and a number of hit points equal to your caster level. If the singer is reduced to 0 hit points, it is destroyed, although you can conjure a new one on your turn as a standard action as long as the duration persists.

Heightened Effects: The singer's performance continues for two rounds after the spell ends.

SLAY LIVING

School necromancy [death]; Level cleric/oracle 5, witch 6; Domain death 5, repose 5 Casting Time 1 standard action Components V, S Range touch Target living creature touched Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes

You can attempt to slay any one 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.

SMUG NARCISSISM

School enchantment (compulsion) [emotion, mind-affecting]; Level sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, M (a tiny shard of a mirror) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Duration 10 minute/level (D) Saving Throw Will negates; Spell Resistance yes

You cause your target to become overwhelmed by its own importance, talents, and attractiveness. The target cannot help but look at itself in every reflective surface at every possible opportunity. In social situations, the target always tries to comment about how attractive it is or how ugly someone else is by comparison. The target remains constantly distracted, always looking for a reflective surface to gaze upon (such as a mirror, pool of water, a polished shield, and so on). The distraction gives the target a -2 penalty on all skill checks. In combat, the target worries about enemies damaging its appearance, and focuses on defense rather than offense (casting defensive spells rather than offensive spells, using the fight defensively or total defense action, and so on).

- Diminished Effects: The spell's duration becomes 1 minute per caster level.
- Heightened Effects: The spell affects all creatures within a 10-foot-radius burst from the target creature, up to 1 creature per three caster levels. Creatures closest to the target creature are affected first.

SNAKE STAFF

School transmutation; Level cleric/oracle 5, druid 5

Casting Time 1 standard action Components V, S, M (a knife suitable for whittling) Range medium (100 ft. + 10 ft./level) Target 1 or more pieces of wood, no two of which can be more than 30 ft. apart Duration 1 round/level Saving Throw Will negates (object); Spell Resistance yes (object)

With a long hissing whisper, you transform ordinary pieces of wood into various sorts of snakes that immediately attack your foes. As long as the snakes remain within sight, you can direct their actions telepathically as a free action. You can only apply this spell to wooden objects not in a creature's possession or not part of a larger structure or plant. Each time you cast this spell you can create a number of snakes equal to your caster level. More powerful snakes take up more than one of your available total, as noted below. See Snake statistics and advanced and giant simple templates.

Venomous Snake: A stick or piece of firewood. Counts as 1 snake.

Constrictor Snake: A staff or tree branch. Counts as 2 snakes.

Advanced Venomous Snake: A stick or piece of firewood. Counts as 2 snakes.

Advanced Constrictor Snake: A staff or tree branch. Counts as 3 snakes.

Advanced Giant Venomous Snake: A log or pile of debris. Counts as 4 snakes.

Advanced Giant Constrictor Snake: A fallen tree or a large pile of debris. Counts as 5 snakes.

- **Diminished Effects:** The spell's range becomes close (25 ft. + 5 ft./2 levels), and you can only create a number of snakes equal to half your caster level.
- Heightened Effects: Each time you cast this spell you can create a number of snakes equal to twice your caster level.

SONG OF DISCORD

School enchantment (compulsion) [mindaffecting, sonic]; Level bard 5 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Area creatures within a 20-ft.-radius spread Duration 1 round/level Saving Throw Will negates; Spell Resistance yes This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

- Diminished Effects: Each affected creature has a 20% chance to attack the nearest target each round.
- Heightened Effects: The spell's area becomes a 30foot-radius spread.

SONIC THRUST

School evocation [sonic]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S 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)

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; Level sorcerer/wizard 5 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one construct Duration instantaneous Saving Throw none; Spell Resistance no

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%.

SPELL RESISTANCE

School abjuration; Level alchemist 5, cleric/oracle 5, inquisitor 5; Domain magic 5, protection 5 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The target gains spell resistance equal to 12 + your caster level.

- 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 1minute intervals among the creatures touched.

STONESKIN

School abjuration; Level druid 5; Domain earth 6, strength 6 Casting Time 1 standard action Components V, S, M (granite and diamond dust worth 250 gp) Range touch Target creature touched Duration 10 min./level or until discharged Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

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 10minute intervals among the creatures touched.
- Merged! This spell combines the effects of the following spells: stoneskin and communal stoneskin.

STUNNING FINALE

School enchantment (compulsion) [mindaffecting]; Level bard 5 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Targets up to 3 creatures, no two of which can be more than 30 ft. apart Duration 1 round Saving Throw Fortitude partial; see text; Spell Resistance yes

You must have a bardic performance in effect to cast this spell. With a flourish, you immediately end your bardic performance, assaulting the senses of the targets with your finale. Each target is stunned for 1 round. On a successful saving throw, a target is staggered for 1 round.

- Diminished Effects: Each target is staggered for 1 round. On a successful saving throw, a target suffers no ill effect.
- Heightened Effects: Each target is stunned for 1d4 rounds. On a successful saving throw, a target is stunned for 1 round and then staggered for 1d4 rounds.

SUMMON MONSTER

School conjuration (summoning) [see text]; Level bard 5, cleric/oracle 5, sorcerer/wizard 5, witch 5; Domain darkness 5 Casting Time 1 round Components V, S, F/DF (a tiny bag and a small candle) Range close (25 ft. + 5 ft./2 levels) Effect one summoned creature Duration 1 round/level (D) Saving Throw none; Spell Resistance no

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 creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Monster	Subtype
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:

Ant, giant (drone)*

Bison (herd animal)*

Dire ape*

Dire boar*

Deinonychus (dinosaur)*

	A REAL PROPERTY AND A REAL
Dire wolf*	-
Elemental (Medium)	Elemental
Giant scorpion*	-
Giant wasp*	-
Grizzly bear*	_
Hell hound	Evil, Lawful
Hound archon	Good, Lawful
Lion*	-
Mephit (any)	Elemental
Pteranodon (dinosaur)*	-
Rhinoceros*	_

Heightened Effects: You instead summon one of the monsters on the following table:

-		
	Monster	Subtype
Evil, Lawful	Dire bear*	_
_	Dire tiger*	_
Evil	Elasmosaurus (dinosaur)*	_
_	Elemental (Huge)	Elemental
Evil, Lawful	Elephant*	_
summon one of able:	Erinyes (devil)	Evil, Lawful
Subtype	Giant octopus*	_
_	Invisible stalker	Air
_	Lillend azata	Chaotic, Good
_	Shadow demon	Chaotic, Evil
_	Succubus (demon)	Chaotic, Evil
_	Triceratops (dinosaur)*	_

Merged! 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); Level druid 5 (diminished version only) Casting Time 1 round Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Effect one summoned creature Duration 1 round/level (D) Saving Throw none; Spell Resistance no

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	_

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 —		summon nature's ally V, and summon nature's ally VI.
Grizzly bear	_	SUMMONER CONDUIT
Lion	_	School necromancy; Level sorcerer/wizard 5, witch 5
Mephit (any)	Elemental	Casting Time 1 standard action Components V, S, M (two flies)
Owlbear	_	Range close (25 ft. + 5 ft./2 levels) Target one summoned creature or eidolon
Pteranodon (dinosaur)	_	Duration 1 minute/level Saving Throw Will negates; Spell Resistance yes
Rhinoceros	_	You exploit the invisible, mystic connection
Satyr	_	between the target creature and its summoner to harm that summoner. Whenever the target
Tiger	_	summoned creature is the target of a spell that
		deals damage, the target's summoner is also

Heightened Effects: You instead summon one of the creatures on the following table:

Monster	Subtype
Bulette	-
Dire bear	_
Dire tiger	-
Elasmosaurus (dinosaur)	_
Elemental (Huge)	Elemental
Elephant	_
Giant octopus	-
Hill giant	_
Stegosaurus (dinosaur)	_
Stone giant	Earth
Triceratops (dinosaur)	_

Merged! This spell combines the effects of the following spells: summon nature's ally IV,

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.

SYMBOL OF PAIN

School necromancy [evil, pain]; Level cleric/oracle 5, sorcerer/wizard 5, witch 5 Casting Time 10 minutes Components V, S, M (mercury and phosphorus, 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 Fortitude negates; Spell Resistance yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, each creature within the 60 feet of a *symbol of pain* suffers wracking pains that impose a –4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol. Once triggered, the symbol remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of pain* 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 30 for *symbol of pain*.

Symbol of pain can be made permanent with a *permanency* spell by a caster of 13th level or higher for the cost of 12,500 gp.

- Diminished Effects: Once triggered, the symbol only remains active for 1 minute per caster level.
- Heightened Effects: Once triggered, the symbol remains active for 1 hour per caster level.

SYMBOL OF SCRYING

School divination (scrying); Level cleric/oracle 5, sorcerer/wizard 5, witch 5 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 none; Spell Resistance no

This spell allows you to scribe a potent rune of power upon a surface. When triggered, it creates a scrying sensor linked to you and centered on the symbol, even if you are on a different plane than the symbol. You are immediately aware that the symbol has been triggered if you are conscious, and are awakened from normal sleep if sleeping. The symbol does not otherwise disturb your concentration. You may observe the area through the symbol as if using a *scrying* spell with the sensor as the target creature. Once triggered, the symbol remains active for 10 minutes per caster level.

A symbol of scrying is not considered a magical trap. Symbol of scrying can be made permanent with a permanency spell by a caster of 13th 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 remains active for 1 hour per caster level.

SYMBOL OF SLEEP

School enchantment (compulsion) [mindaffecting]; **Level** cleric/oracle 5, sorcerer/wizard 5, witch 5

Casting Time 10 minutes

Components V, S, M (mercury and phosphorus, 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 Fortitude negates; Spell Resistance yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, all creatures of 10 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6 × 10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Once triggered, a *symbol of sleep* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of sleep* 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 30 for *symbol of sleep*.

Symbol of sleep can be made permanent with a *permanency* spell by a caster of 13th level or higher for the cost of 12,500 gp.

- **Diminished Effects:** Once triggered, the symbol only remains active for 1 minute per caster level.
- Heightened Effects: Once triggered, the symbol remains active for 1 hour per caster level.

SYMBOL OF STRIKING

School illusion (shadow); Level cleric/oracle 5, magus 5, sorcerer/wizard 5, witch 5 Casting Time 10 minutes Components V, S, M (a masterwork melee weapon costing at least 300 gp) Range 0 ft.; see text Effect one symbol Duration see text Saving Throw Will half, see text; Spell Resistance yes, see text

This spell allows you to use the material component, you scribe a *symbol of striking* so it

fills a 5-foot square. Once triggered, the symbol of striking glows and lasts for 10 minutes per caster level or until it has made a number of attacks of opportunity equal to your level, whichever comes first. When triggered, the symbol threatens its area and the area around it as if it were a Medium creature wielding a magic version of the weapon you used as the material component. Using your caster level + 1 + your Intelligence modifier (magus, witch, wizard) or Wisdom modifier (cleric) or Charisma modifier (oracle, sorcerer) as its attack bonus, the symbol can make a number of attacks of opportunity each round equal to 1 + the same ability score modifier you used to determine its attack bonus. It gains a bonus on damage rolls equal to the same ability score modifier you used to determine its attack bonus. A shadowy version of you wielding the material component appears to make these attacks.

The symbol attacks any non-attuned creature that provokes an attack of opportunity from the symbol. However, when the symbol first attacks a creature, the symbol must overcome that creature's spell resistance or be rendered unable to harm it. The symbol never again attacks such creatures. Further, when the symbol first attacks a creature, a successful Will saving throw allows the creature to see the shadow nature of the attacks and take half damage when such attacks hit.

Note: Magic traps such as *symbol of striking* 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 30 for *symbol of striking*.

Symbol of striking can be made permanent with a *permanency* spell by a caster of 13th level or higher for the cost of 12,500 gp.

Diminished Effects: Once triggered, the symbol only remains active for 1 minute per caster level. Heightened Effects: Once triggered, the symbol remains active for 1 hour per caster level.

TAR POOL

School transmutation [earth, fire]; Level druid 6, sorcerer/wizard 6, summoner 5 Casting Time 1 standard action Components V, S, M/DF (a ball of hardened tar) Range close (25 ft. + 5 ft./2 levels) Area 20-ft.-radius burst Duration 1 round/level Saving Throw Reflex partial, see text; Spell Resistance no

You convert a layer of the ground to hot tar. Creatures in the area when the tar appears take 1d6 points of fire damage per two caster levels (maximum of 10d6) and must succeed at a Reflex save or become entangled. An entangled creature receives a saving throw each round to free itself from the tar, and can also attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (DC = spell saving throw DC).

It costs 2 squares of movement to enter a square in the area of effect, and the DC of Acrobatics checks within the area of effect increases by 5. The area is difficult terrain. A creature that moves into or starts its turn in the area takes 2d6 points of fire damage and must reattempt this Reflex save or become entangled. A creature that falls prone in the area takes a –4 penalty on its Reflex save against the tar and on Strength and Escape Artist checks to escape the tar.

A creature that escapes the tar still takes fire damage from the tar until the spell ends or that creature spends a full-round action removing the tar. A creature with tar on it takes a –4 penalty on Acrobatics and Fly checks made to fly with wings or similar appendages.

- Diminished Effects: The tar does not cause entanglement.
- Heightened Effects: Creatures in the area when the tar appears take 1d6 points of fire damage per caster level (maximum of 15d6).

TELEKINESIS

School transmutation; Level magus 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range long (400 ft. + 40 ft./level) Target or Targets see text Duration concentration (up to 1 round/level) or instantaneous; see text Saving Throw Will negates (object) or none; see text; Spell Resistance yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence modifier (if a magus or wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

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 magus or wizard) or Charisma modifier (if a sorcerer). 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 who 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 creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Diminished Effects: The sustained force version of the spell moves an object weighing no more than to 25 pounds per two caster levels (maximum 250 pounds at 10th level).

You cannot utilize the *combat maneuver* version of the spell.

The *violent thrust* version of the spell can hurl one creature or object per two caster levels (maximum 10), up to a total weight of 25 pounds per two caster levels (maximum 250 pounds at 20th level).

 Heightened Effects: The sustained force version of the spell moves an object weighing no more than to 25 pounds per caster level (maximum 500 pounds at 20th level).

When utilizing the *combat maneuver* version of the spell, you gain a +4 bonus on your combat maneuver check.

The violent thrust version of the spell can hurl one creature or object per caster level (maximum 20), up to a total weight of 25 pounds per caster levels (maximum 500 pounds at 20th level).

TELEPATHIC BOND

School divination; Level inquisitor 5, sorcerer/wizard 5, witch 5; Domain community 5, language 5, thought 5 Casting Time 1 standard action Components V, S, M (two eggshells from two different creatures) Range close (25 ft. + 5 ft./2 levels) Targets you plus one willing creature per three levels, no two of which can be more than 30 ft. apart

Duration 10 min./level (D) Saving Throw none; Spell Resistance no

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

- Diminished Effects: The spell's duration becomes 1 minute per caster level.
 - **Heightened Effects:** The spell's targets become you plus one willing creature per caster level, no two of which can be more than 30 feet apart.

TELEPORT

School conjuration (teleportation); Level sorcerer/wizard 5, magus 5, witch 5; Domain travel 5; Bloodline abyssal 7, arcane 7 Casting Time 1 standard action Components V Range personal and touch 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)

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 the table at the end of this spell. 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.

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.

Familiarity	On Target	Off Target	Similar Area	Mish ap
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	_	_	81–92	93– 100

- 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.

THREEFOLD ASPECT

School transmutation; Level druid 5 Casting Time 1 standard action Components S, F (silver crescent worth 5 gp) Range personal Target you Duration 24 hours (D)

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.

TRANSMUTE MUD TO ROCK

School transmutation [earth]; Level druid 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M/DF (sand, lime, and water) Range medium (100 ft. + 10 ft./level) Area up to two 10-ft. cubes/level (S) Duration permanent Saving Throw see text; Spell Resistance no

This spell permanently transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral).

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

- Diminished Effects: The spell's range becomes close (25 ft. + 5 ft./2 levels), and its area becomes up to one 5-foot cube per caster level.
- Heightened Effects: The spell's area becomes up to one 20-foot cube per caster level.

TRANSMUTE ROCK TO MUD

School transmutation [earth]; Level druid 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M/DF (clay and water) Range medium (100 ft. + 10 ft./level) Area up to two 10-ft. cubes/level (S) Duration permanent; see text Saving Throw see text; Spell Resistance no

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a –2 penalty on attack rolls and AC. Brush or similar material thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a

period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transmute rock to mud counters and dispels *transmute mud to rock*.

- Diminished Effects: The spell's range becomes close (25 ft. + 5 ft./2 levels), and its area becomes up to one 5-foot cube per caster level.
- Heightened Effects: The spell's area becomes up to one 20-foot cube per caster level. The depth of the mud created cannot exceed 20 feet.

TREASURE STITCHING

School transmutation; Level cleric/oracle 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a piece of embroidered cloth no larger than 10-ft. square worth 100 gp) Range close (25 ft. + 5 ft./2 levels) Targets all objects on cloth Duration 1 day/level (D) Saving Throw Fortitude negates (object); Spell Resistance yes (object)

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 0; arcane spell failure chance —).

TREE STRIDE

School conjuration (teleportation); Level druid 5 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 hour/level or until expended; see text 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		
Elm, linden	2,000 feet		
Other deciduous	1,500 feet		
Any coniferous	1,000 feet		

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 SEEING

School divination; Level alchemist 6, cleric/oracle 5, druid 7, inquisitor 5, magus 6, sorcerer/wizard 6, summoner 5, witch 6; Domain knowledge 5; Bloodline arcane 6 Casting Time 1 standard action Components V, S, M (an eye ointment that costs 250 gp) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

- Diminished Effects: The range of *true seeing* conferred is 30 feet.
- Heightened Effects: The spell's target becomes creatures touched, but you divide the duration in 1-minute intervals among the creatures touched.

U

UNBREAKABLE CONSTRUCT

School abjuration; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (powdered adamantine worth 100 gp) Range close (25 ft. + 5 ft./2 levels) Target one construct Duration 1 round/level Saving Throw Will negates (harmless); Spell Resistance no

This spell increases the target's DR/adamantine by 5 or its hardness by 5. If the target does not have DR/adamantine or hardness, this spell has no effect.

- Diminished Effects: The spell's range becomes touch.
- Heightened Effects: In addition to increasing the creature's DR or hardness, the creature's DR/adamantine becomes DR/epic instead.

UNHALLOW

School evocation [evil]; **Level** cleric/oracle 5, druid 5, inquisitor 5

Casting Time 24 hours **Components** V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the *unhallowed* area) **Range** touch

Area 40-ft. radius emanating from the touched point

Duration instantaneous

Saving Throw see text; Spell Resistance see text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, the DC to resist negative channeled energy within the spell's area of effect gains a +4 sacred bonus and the DC to resist positive energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Finally, you may choose to fix a single spell effect to the *unhallowed* site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *darkness*, *daylight*,

death ward, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, scare, silence, tongues, and zone of truth.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel hallow.

- Diminished Effects: The spell effect only lasts for 1 month. At the end of the month, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.
- Heightened Effects: The spell's area increases to an 80-foot radius emanation from the touched point.

UNHOLY ICE

School transmutation [cold, evil, water]; Level cleric/oracle 5 Casting Time 1 standard action Components V, S, M (a flask of unholy water or 5 pounds of powdered silver worth 25 gp) Range medium (100 ft. + 10 ft./level) Effect wall of ice or flying ice javelins (see text) Duration 1 minute/level, instantaneous, or until expended (see text) Saving Throw Reflex negates or none (see text); Spell Resistance yes

This spell creates a large mass of frozen unholy water that can be used for one of two effects.

Unholy Ice Wall: This functions like wall of ice (hemisphere or plane). Any creature that takes damage from unholy water takes 1 point of damage every time it touches or attacks the ice wall with melee attacks; extended contact with the wall (such as standing or walking on it) deals 1d6 points of damage. Even when the ice has been broken through, a sheet of frigid unholy air remains. Any creature that steps through it (including the one who broke through the wall) takes 1d6 points of damage + 1 point per caster level (no save); half of this damage is cold damage, half is damage from unholy water (creatures unharmed by unholy water do not take the damage).

Unholy Ice Javelins: The spell creates a number of javelins of frozen unholy water in your square equal to your caster level (maximum 15), which hurl themselves toward one or more targets that are no more than 10 feet away from each other. You must succeed on attack rolls (one per javelin) to hit the target with the javelin, using your base attack bonus + your Wisdom modifier. The javelins deal 1d6 damage each, plus 1 point of cold damage and 1 point of damage from unholy water. The javelins are destroyed by this attack.

- **Diminished Effects:** The *unholy ice wall* can only form a plane 1-inch-thick per two caster levels, or a maximum of 10 *unholy ice javelins* are created.
- Heightened Effects: In addition to the above
 effects, the unholy ice wall deals 1d6 points of cold
 damage anytime it is touched our struck, or a
 maximum of 20 unholy ice javelins are created.

UNWILLING SHIELD

School necromancy; Level bard 5, inquisitor 5, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, M (ruby dust worth 250 gp) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

Like *shield other, unwilling shield* creates a mystic connection between you and the target, but unlike *shield other*, the target shares the wounds that you receive. In addition, the link draws upon the target's life force to supplement your own defenses. You gain a +1 luck bonus to AC and on saving throws. You take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target. Forms of harm that do not involve hit points, such as *charm* effects, ability damage, level draining, and death effects are not affected. If you take a reduction in hit points from a lowered Constitution score, the reduction is not split with the target because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between you and the subject, but damage already split is not assigned to you.

If you and the target of the spell move out of range of each other, the spell remains active, but damage is no longer shared until you are once again within range of each other.

- Diminished Effects: You take only three quarters damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target.
- Heightened Effects: You take only one quarter damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target.

V

VENGEFUL OUTRAGE

School enchantment (compulsion) [emotion, language-dependent, mind-affecting]; Level bard 5, sorcerer/wizard 6, witch 6 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 minute/level Saving Throw Will negates; Spell Resistance yes You place a magical command upon a creature to seek out and destroy a single enemy that has inflicted some perceived or actual harm to the target. You designate the enemy at the time of casting, which must be known by the target (such as "your brother's murderer") or can easily identify by sight (such as "the hill giant king"). The target is under the effect of a *geas* to find and capture or kill this enemy, and takes a -2 penalty to each of its ability scores as long as it is not actively trying to reach the enemy. When the target enters combat with the enemy, it gains a +6 morale bonus to Strength and Constitution, a +3 morale bonus on Will saves, and is immune to the shaken and frightened conditions.

If you designate one of the target's friends or loved ones as the enemy, the target gains another saving throw to overcome the spell as soon as it enters combat with the enemy.

- **Diminished Effects:** The spell's duration becomes 1 round per caster level.
- Heightened Effects: The spell's duration becomes 10 minutes per caster level.



WALL OF FIRE

School evocation [fire]; Level druid 5 Casting Time 1 standard action Components V, S, M/DF (a piece of phosphor) 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

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 FORCE

School evocation [force]; Level magus 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (powdered quartz) Range close (25 ft. + 5 ft./2 levels) Effect wall whose area is up to one 10-ft. square/level Duration 1 round /level (D) Saving Throw none; Spell Resistance no

A wall of force creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A wall of force is immune to dispel magic, although a mage's disjunction can still dispel it. A *wall of force* can be damaged by spells as normal, except for *disintegrate*, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a *wall of force* has hardness 30 and a number of hit points equal to 20 per caster level. Contact with a *sphere of annihilation* or *rod of cancellation* instantly destroys a *wall of force*.

Breath weapons and spells cannot pass through a *wall of force* in either direction, although *dimension door, teleport,* and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

- **Diminished Effects:** The spell's effect becomes a sphere with a maximum diameter of 1 foot per caster level diameter centered around a creature, and its duration becomes 1 minute per caster level. You must overcome the spell resistance of the creature to be enclosed, and the creature gets to make a Reflex save to negate the effect. This version of the spell can be negated by *dispel magic*.
- Heightened Effects: The wall of force can take the form of a hemisphere with a maximum radius of 3 feet + 1 foot per caster level.
- Merged! This spell combines the effects of the following spells: resilient sphere and wall of force.

WALL OF SOUND

School evocation [sonic]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a tuning fork and a quartz crystal) Range medium (100 ft. + 10 ft./level) Effect translucent wall of sound up to 20 ft. long/level or a ring of sound 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

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]; Level cleric/oracle 5, druid 6, magus 5, sorcerer/wizard 5; Domain earth 5 Casting Time 1 standard action Components V, S, M/DF (a small block of granite) Range medium (100 ft. + 10 ft./level) Effect stone wall whose area is up to one 5-ft. square/level (S) Duration instantaneous

Saving Throw see text; Spell Resistance no

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1-inchthick 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).

WALL OF THORNS

School conjuration (creation); Level druid 5; Domain blood 5, plant 5 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect wall of thorny brush, up to one 10-ft. cube/level (S) Duration 10 min./level (D) Saving Throw none; Spell Resistance no

A wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes piercing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an AC of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A wall of thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1-foot-deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

- **Diminished Effects:** Any creature forced into or attempting to move through a *wall of thorns* takes piercing damage per round of movement equal to 15 minus the creature's Flatfooted AC (Creatures with an AC of 15 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall).
- Heightened Effects: The thorny brush is laced with poison oak. Creatures who take damage from the brush must make a Fortitude save or suffer severe exposure to poison oak. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without being exposed to the poison oak. If the brush is burned with magical fire, any creature that inhales the smoke is must make a Fortitude save or suffer severe exposure to poison oak.

WAVES OF FATIGUE

School necromancy; **Level** sorcerer/wizard 5, witc h 5; **Domain** toil 5

Casting Time 1 standard action Components V, S Range 30 ft. Area cone-shaped burst Duration instantaneous Saving Throw no; Spell Resistance yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

- Diminished Effects: Living creatures caught within the spell's area may make a Fortitude saving throw to negate its effect.
- Heightened Effects: Living creatures caught within the spell's area are exhausted. This version of the spell has no effect on a creature that is already exhausted.

WREATH OF BLADES

School abjuration; Level sorcerer/wizard 5, summoner 5, witch 5 Casting Time 1 standard action Components V, S, F (four mithral daggers, each worth at least 502 gp each) 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)

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).

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