



BATHFINDER ROLEPLAYING GAME COMPATIBLE Compendium Arcanum Volume 7: 6th Level Spells





### CREDITS

Written by Timothy Wallace Editing & Layout by John Reyst

### Artwork & Illustrations

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Compendium Arcanum Volume 7: 6th Level Spells

# Compendium Arcanum Volume 7: 6<sup>th</sup> Level Spells

By Tim Wallace

# **ABOUT THE AUTHOR**

Tim is an aspiring roleplaying game designer. His design credits include a large portion of the Pathfinder conversion of <u>Heroes of the 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.

# ACID FOG

A

School conjuration (creation) [acid]; Level magus 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (powdered peas and an animal hoof) Range medium (100 ft. + 10 ft./level) Effect fog spreads in 20-ft. radius, 20 ft. high Duration 1 round/level Saving Throw none; Spell Resistance no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). In addition, the acid fog is so thick that it impedes movement. Creatures moving through acid fog move at half their normal speed and take a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into acid fog is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5foot-step while in acid fog. Acid fog, and effects that work like acid fog, do not stack with each other in terms of slowed movement and attack penalties. In addition to slowing down creatures and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

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

- Diminished Effects: Creatures and objects within the mists suffer only 1d6 points of acid damage per round.
- Heightened Effects: The fog spreads in 30-foot radius. In addition, creatures moving through the acid fog are staggered.

### ANALYZE DWEOMER

School divination; Level alchemist 6, bard 6, sorcerer/wizard 6, witch 6; Domain arcane 6 Casting Time 1 standard action Components V, S, F (a ruby and gold lens worth 1,500 gp) Range close (25 ft. + 5 ft./2 levels) Targets one object or creature per caster level Duration 1 round/level (D) Saving Throw none or Will negates, see text; Spell Resistance no

You can observe magical auras. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

Diminished Effects: In a single round, you can discern only one magical property or spell present for every two caster levels you possess. You may spend more than 1 round examining a creature or object, in which case you discern magical properties or spells you do not already know. As a diminished effect, the spell is less effective but generally accurate. The chance of an accurate reading is 70 percent + 1 percent per character level. If the reading is inaccurate, 1d4 magical properties or spells present will not be revealed, regardless of how long you examine a creature or object.

Heightened Effects: In addition to the information revealed from casting the spell, you can also discern an intelligent item's special purpose.

### ANIMATE OBJECTS

School transmutation; Level bard 6, cleric/oracle 6, witch 6; Domain chaos 6 Casting Time 1 standard action Components V, S, Range medium (100 ft. + 10 ft./level) Targets one Small object per caster level; see text Duration 1 round/level Saving Throw none; Spell Resistance no

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot affect objects carried or worn by a creature.

Animate objects can be made permanent with a permanency spell.

Diminished Effects: The spell's range is reduced to close (25 ft. + 5 ft./2 levels). In addition, you can only animate up to two Small or smaller objects per three caster levels, and any objects you animate are treated as if they had the staggered condition.

Heightened Effects: Any objects you animate may receive one of the following benefits for every six of your caster levels: +2 natural armor, +2 Strength, +2 Dexterity, +2 bonus on attack rolls, +1 hit point per Hit Die, +1 bonus on damage rolls.

# **ANTILIFE SHELL**

School abjuration; Level cleric/oracle 6, druid 6; Domain animal 6, souls 6 Components V, S, DF Casting Time 1 round Range 10 ft. Area 10-ft.-radius emanation, centered on you Duration 1 min./level (D) Saving Throw none; Spell Resistance yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

- Diminished Effects: The spell must be cast on a fixed point in space. Further, any creature warded by the spell can attempt a Fortitude saving throw to force its way through the barrier. The barrier does not collapse if a creature passes through it.
  - Heightened Effects: Any living creature that touches the field takes 1d4 points of negative energy damage per caster level (Reflex save for half damage). Additionally, you can selectively allow any creature you want to pass through the field.

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### ANTIMAGIC FIELD

School abjuration; Level sorcerer/wizard 6; Domain magic 6, protection 6 Casting Time 1 standard action Components V, S, M/DF (pinch of powdered iron or iron filings) Range 10 ft. Area 10-ft.-radius emanation, centered on you Duration 10 min./level (D) Saving Throw none; Spell Resistance see text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration.

Summoned creatures of any type wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter selfsupporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force, prismatic sphere*, and *prismatic wall,* remain unaffected by *antimagic field*. Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

- Diminished Effects: The spell's duration is reduced to 1 minute per caster level.
- Heightened Effects: The spell's area is increased to a 20-foot-radius emanation, centered on you.

### ANTIPATHY

School enchantment (compulsion) [emotion, mind-affecting]; Level summoner 6 Casting Time 1 hour Components V, S, M/DF (a lump of alum soaked in vinegar) Range close (25 ft. + 5 ft./2 levels) Target one location (up to a 10-ft. cube/level) or one object Duration 2 hours/level (D) Saving Throw Will partial; Spell Resistance yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named. Creatures of the designated kind or alignment feel an urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels sympathy.

- Diminished Effects: The spell's casting time is reduced to 10 minutes and its duration is reduced to 20 minutes per caster level.
- Heightened Effects: A creature that makes a successful saving throw has its Constitution and Dexterity scores reduced by 4 points each due to the distracting discomfort.

bonus on your caster level check to overcome the target's spell resistance (if any), and the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

- Diminished Effects: The spell can only banish extraplanar creatures with HD less than or equal to your caster level.
- Heightened Effects: Extraplanar creatures banished by the spell cannot return to your home plane for a period of time equal to 5 years' times you caster level plus 1 day. An extraplanar creature that makes as successful saving throw take a –4 penalty to its AC, attack rolls, saving throws, and skill checks for a duration of 1 minute per caster level.

## BANISHMENT

School abjuration; Level cleric/oracle 6, inquisitor 5

Casting Time 1 standard action Components V, S, F (see text) Range close (25 ft. + 5 ft./2 levels) Targets one or more extraplanar creatures, no two of which can be more than 30 ft. apart Duration instantaneous Saving Throw Will negates; Spell Resistance yes

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1

# **BEAR'S ENDURANCE, MASS**

School transmutation; Level cleric/oracle 6, druid 6, magus 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M/DF (a few hairs, or a pinch of dung, from a bear) 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 min./level Saving Throw Will negates (harmless); Spell Resistance yes

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

- Diminished Effects: The spell's duration becomes 1 round per caster level.
- Heightened Effects: The spell grants a +6 enhancement bonus to Constitution, rather than only +4.

### **BEAST SHAPE, GREATER**

School transmutation (polymorph); Level sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a piece of the creature whose form you plan to assume) Range personal Target you Duration 1 min./level (D)

This spell functions as *beast shape*, except that it also allows you to assume the form of a Tiny or Large creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, ferocity, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

*Tiny magical beast*: If the form you take is that of a Tiny magical beast, you gain a -2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.

Large magical beast: If the form you take is that of a Large magical beast, you gain a +6 size bonus to your Strength, a -2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

Diminished Effects: The spell functions as *beast* shape, except that it also allows you to assume the form of a Diminutive or Huge creature of the animal type. This spell also allows you to take on the form of a Small or Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

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

Huge animal: If the form you take is that of a Huge animal, you gain a +6 size bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus.

Small magical beast: If the form you take is that of a Small magical beast, you gain a +4 size bonus to your Dexterity, and a +2 natural armor bonus.

Medium magical beast: If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your Strength, and a +4 natural armor bonus.

- Heightened Effects: The spell's range becomes touch and its target becomes one creature.
- Merged! This spell combines the effects of the following spells: beast shape III and beast shape IV.

### BINDING

School enchantment (compulsion) [mindaffecting]; Level summoner 6 Casting Time 1 minute Components V, S, M (opals worth 500 gp per HD of the target creature, plus other components as specified below) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration see text (D) Saving Throw Will negates; see text; Spell Resistance yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts suggestion, your caster level for this casting of binding increases by 1. For each assistant who casts dominate animal, dominate person, or dominate monster, your caster level for this casting of binding increases by a number equal to a third of that assistant's level, provided that the spell's target is appropriate for a binding spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the binding spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the binding lasts. All binding spells are dismissible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions 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, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you cast any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, overlapping the durations. If you do so, the target

gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature's save succeeds, all *binding* spells it has received are broken.

The *binding* spell has six versions. Choose one of the following versions when you cast the spell.

*Chaining*: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The, duration is 1 year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell. Casting this version requires a chain that is long enough to wrap around the creature three times.

Slumber: This version causes the subject to become comatose for as long as 1 year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of *binding* is slightly easier to resist. Reduce the spell's save DC by 1. Casting this version requires a jar of sand or rose petals. This is a sleep effect.

*Bound Slumber*: This combination of chaining and slumber lasts for as long as 1 month per caster level. Reduce the save DC by 2. Casting this version requires both a long chain and a jar of sand or rose petals. This is a sleep effect.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. This effect is permanent. Reduce the save DC by 3. Casting this version requires a tiny golden cage worth 100 gp that is consumed when the spell is cast.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The *binding* is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4.

*Minimus Containment*: The subject is shrunk to a height of 1 inch or less and held within some gem, jar, or similar object. The *binding* is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce the save DC by 4.

You can't dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* or *mage's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane by *dismissal, banishment,* or a similar effect.

- Diminished Effects: The durations of all versions of the spell become 1 year and 1 day. You can renew the casting during this time to extend it.
  - **Heightened Effects:** The durations of all versions of the spell become permanent.

# **BLADE BARRIER**

School evocation [force]; Level cleric/oracle 6, inquisitor 6; Domain good 6, war 6 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high Duration 1 min./level (D) Saving Throw Reflex half or Reflex negates; see text; Spell Resistance yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

- Diminished Effects: Any creature passing through the wall takes 1d4 points of damage per caster level (maximum 15d4).
- Heightened Effects: The round after a creature takes damage from the wall, it incurs bleed damage equal to your caster level (maximum 15).
  Bleed damage does not stack. When two or more attacks deal bleed damage, take the worse effect.

### **BLASPHEMY**

School evocation [evil, sonic]; Level inquisitor 6 Casting Time 1 standard action Components V Range 40 ft. Area nonevil creatures in a 40-ft.-radius spread centered on you Duration instantaneous Saving Throw Will partial; Spell Resistance yes

Any nonevil creature within the area of a blasphemy spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level – 1	Weakened, dazed
Up to caster level – 5	Paralyzed, weakened, dazed
Up to caster level – 10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

*Dazed*: The creature can take no actions for 1 round, though it defends itself normally. Save negates.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds. Save for half.

*Paralyzed*: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

*Killed*: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy* or not. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

- Diminished Effects: The spell's area becomes a 20foot-radius spread and it only affects good creatures with HD less than your caster level.
- Heightened Effects: Any nonevil creature within the area of the spell suffers the following ill effects.

HD	Effect
Equal to caster level	Stunned

Up to caster level – 1	Crippled, stunned
Up to caster level – 5	Paralyzed, crippled, stunned
Up to caster level – 10	Killed, paralyzed, crippled, stunned

Stunned: The creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses its Dexterity bonus to AC (if any) for 1 round. Save negates.

*Crippled*: The creature's Constitution score decreases by 2d4 points for 2d4 rounds. Save for half.

# **BRILLIANT INSPIRATION**

School evocation [language-dependent]; Level bard 6; Domain leadership 6 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level and special (see below) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You open a link between your mind and the subject's mind, giving advice and encouragement for as long as the spell is in effect. Each time the subject of the spell makes an attack roll, ability check, or skill check, it rolls two d20s and takes the better result. If any roll is a natural 20, the spell's effect ends—your brilliant advice is spent.

- Diminished Effects: The spell's duration becomes concentration, up to 1 round per caster level.
- Heightened Effects: The spell does not end on a roll of a natural 20.

### **BULL'S STRENGTH, MASS**

**School** transmutation; **Level** cleric/oracle 6, druid 6, magus 6, sorcerer/wizard 6; **Domain** ferocity 6

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Casting Time 1 standard action Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull) 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 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

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

- Diminished Effects: The spell's duration becomes 1 round per caster level.
- Heightened Effects: The spell grants a +6 enhancement bonus to Strength, rather than only +4.

## CAGING BOMB ADMIXTURE

School evocation [force]; Level alchemist 6 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level

Upon drinking an extract created with this formulae, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any discoveries that you use to modify your bombs, but you can only have one admixture effect (formulae with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active. When you throw a bomb and hit a direct target, it creates an invisible cubical prison composed of a solid *wall of force*. The prison is as large as the splash area of the bomb that you threw, and traps any creature that is entirely inside the area.

Creatures within the area are caught and contained unless any creature within the splash radius is too big to fit inside, in which case the effect automatically fails. Teleportation and other forms of astral travel provide means for escape, but the force walls extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force*, the cage created by the *caging bomb admixture* resists *dispel magic*, although a *mage's disjunction* still functions. The walls of the cage can be damaged by spells as normal, except for *disintegrate*, which automatically destroys the cage. The walls of this cage can be damaged by weapons and supernatural abilities, but the cage has a hardness of 20 and a number of hit points equal to 20 per alchemist level. Contact with a *sphere of annihilation* or a *rod of cancellation* instantly destroys this cage.

When using *caging bomb admixture*, an alchemist can only have one cage in effect at a time. If the alchemist throws another bomb during the duration of *caging bomb admixture*, any other cage created by the earlier admixture ends, and a new one is created. When the duration of the *caging bomb admixture* ends, so does any remaining cage created by this admixture's effect.

Diminished Effects: The cage created by the caging bomb admixture is only large enough to trap the direct target of the bomb.

# CAT'S GRACE, MASS

School transmutation; Level bard 6, druid 6, magus 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (pinch of cat fur) 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 min./level Saving Throw Will negates (harmless); Spell Resistance yes

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

- Diminished Effects: The spell's duration becomes 1 round per caster level.
- Heightened Effects: The spell grants a +6 enhancement bonus to Dexterity, rather than only +4.

# **CHAIN LIGHTNING**

School evocation [electricity]; Level magus 6, sorcerer/wizard 6; Domain air 6 Casting Time 1 standard action Components V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; and one silver pin per caster level) Range long (400 ft. + 40 ft./level) Targets one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target) Duration instantaneous

Saving Throw Reflex half; Spell Resistance yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt, chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt. Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

- Diminished Effects: The spell's target becomes one primary target, plus one secondary target per three caster levels. The secondary bolts deal 1d6 of electricity damage per caster level (maximum 10d6) to the secondary targets.
- Heightened Effects: Targeted creatures must also make a Fortitude save to avoid becoming blinded for 1d4 rounds.

# CHARM MONSTER, MASS

School enchantment (charm) [mind-affecting]; Level bard 6, summoner 6 Casting Time 1 standard action Components V Range close (25 ft. + 5 ft./2 levels) Targets One or more creatures, no two of which can be more than 30 ft. apart Duration 1 day/level Saving Throw Will negates; Spell Resistance yes

This charm makes living creatures regard you as their trusted friend and ally (treat the targets' attitude as friendly). If the creatures are currently being threatened or attacked by you or your allies, however, they receive a +5 bonus on their saving throws. You can affect a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you must choose a creature with too many HD to affect. The spell does not enable you to control the charmed creatures as if they were automatons, but they perceive your words and actions in the most favorable way. You can try to give the subjects orders, but you must win an opposed Charisma check to convince them to do anything they 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 duration becomes to 1 hour per caster level.
- Heightened Effects: Targets currently being threatened or attacked by you or your allies do not receive a bonus on their saving throws.

# CIRCLE OF DEATH

School necromancy [death]; Level inquisitor 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a crushed black pearl worth 500 gp)

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

Area several living creatures within a 40-ft.-radius burst

**Duration** instantaneous

Saving Throw Fortitude negates; Spell Resistance yes

*Circle of death* snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

- Diminished Effects: The spell's area becomes a 20foot-radius burst, and it only slays 1d6 HD worth of living creatures per two caster levels (maximum 10d6). No creature of 7 or more HD can be affected.
- Heightened Effects: The spell also creates an unhallow effect in the affected area for a duration of 1 hour per caster level. No creature of 11 or more HD can be affected.

# CLEANSE

School evocation; Level inquisitor 6 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 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.

# COLD ICE STRIKE

School evocation [cold]; Level cleric/oracle 6, sorcerer/wizard 6 Casting Time 1 swift action Components V, S Range 30 ft. Area 30-ft. line Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

You create a shredding flurry of ice slivers, which blast from your hand in a line. The line deals 1d6 points of cold damage per caster level (maximum 15d6).

- Diminished Effects: The spell's range becomes 15 feet, and its area becomes a 15-foot line.
- Heightened Effects: Creatures that take damage from the spell must make a Fortitude saving throw or become staggered for 2d4 rounds. Wearing a

cold weather outfit or a magical fire (such as a *wall* of fire spell) in an adjacent square provides a +5 circumstance bonus on the Fortitude save. If a creature is staggered by this spell and takes any magical fire damage the staggered effect is removed.

# CONE OF COLD

School evocation [cold]; Level witch 6; Domain water 6 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 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.

# **CONTAGIOUS FLAME**

School evocation [fire]; Level magus 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target three or more rays Duration 3 rounds Saving Throw none; Spell Resistance yes

You blast several enemies with beams of fire. You may fire three rays, plus one additional ray for every four levels beyond 11<sup>th</sup> (to a maximum of five rays at 19<sup>th</sup> level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Every round on your turn, a new ray of fire launches from each creature who took damage from the spell in the previous round—these new rays attack as if you fired them, but their point of origin is the previous creature damaged. You can choose the new targets as a free action, all of whom must be within close range (25 ft. + 5 ft./2 levels) of their new starting point. This contagion of flame continues for a total of three rounds—a creature can be struck more than once by this spell over the course of these three rounds, although never by a ray of fire that launches from itself.

- Diminished Effects: You may fire one ray, plus one additional ray for every five levels beyond 9th (to a maximum of three rays at 19th level).
- Heightened Effects: The spell's duration becomes 5 rounds.

# CONTINGENCY

School evocation; Level sorcerer/wizard 6 Casting Time at least 10 minutes; see text Components V, S, M (quicksilver and an eyelash of a spell-using creature), F (ivory statuette of you worth 1,500 gp) Range personal Target you Duration 1 day/level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. You must pay any costs associated with the companion spell when you cast *contingency*.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6<sup>th</sup> level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to. You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

- Diminished Effects: The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-fourth your caster level (rounded down, maximum 5<sup>th</sup> level).
- Heightened Effects: The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-half your caster level (rounded down, maximum 7<sup>th</sup> level).

# 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 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.

# CREATE DEMIPLANE

School conjuration (creation); Level summoner 6 Casting Time 4 hours Components V, S, F (a forked metal rod worth at least 500 gp) Range 0 ft. Effect extradimensional demiplane, up to 10 10-ft. cubes/level (S) Duration 1 day/level or instantaneous (see text) Saving Throw none; Spell Resistance no

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell.

When you cast the spell, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The "walls" and "ceiling" of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreallooking border. The plane's environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane's light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane's light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on. For example, you could use *move earth* to create a hill or *wall of stone* to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as *astral projection*, *etherealness*, or *plane shift*. You are considered "very familiar" with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you cast this spell on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using *limited wish, mage's disjunction, miracle,* or *wish* and making a successful dispel check.

If you are within the demiplane, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate demiplanes under your control. You may reconnect these stranded sections by casting the spell again to create a linked area between the two.

In addition, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.

*Alignment*: Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits). You cannot give your demiplane an alignment trait for an alignment you do not have.

Bountiful: Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plantbased food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists without requiring watering, gardening, pollination, and so on, and dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.

*Elemental*: Your plane gains the air-, earth-, fire-, or water-elemental dominant trait (see Elemental and Energy Traits).

*Gravity*: By default, a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. By selecting this feature, the plane's gravity is heavy, light, none, objectively directional, or subjectively directional (see Gravity).

Seasonal: The demiplane has a seasonal cycle and a light cycle, usually similar to those of a land on

the Material Plane, but customizable as you see fit (for example, your demiplane could always be winter, day and night could alternate every 4 hours, and so on).

Shape: By default, the demiplane has a fixed shape and borders. By selecting this feature, you may make your plane self-contained so it loops upon itself when a creature reaches one edge (see Shape and Size). You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.

*Structure*: Your demiplane has a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what spells you need for every hill, hole, wall, floor, and corner).

You can make this spell permanent with the *permanency* spell, at a cost of 20,000 gp. If you have cast *create demiplane* multiple times to enlarge the demiplane, each casting's area requires its own *permanency* spell.

- **Diminished Effects:** The spell's casting time becomes 2 hours, and its effect becomes an extradimensional demiplane, up to three 10-ft. cubes per caster level. You cannot add or remove features to your demiplane. You can make the spell permanent with the *permanency* spell, at a cost of 17,500 gp.
- Heightened Effects: The spell's casting time becomes 6 hours, and its effect becomes an extradimensional demiplane, up to 20 10-ft. cubes per caster level. In addition, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell.

*Energy*: Your plane gains the (minor) negative- or positive-dominant energy trait (see Elemental and Energy Traits). A plane cannot have both the

negative-dominant and positive-dominant energy traits.

*Magic*: Your plane gains the dead magic, enhanced magic, impeded magic, or wild magic planar trait (see Magic Traits). If you selected dead magic, you are trapped within your plane unless it has a permanent planar portal (such as the portal feature, below). If you selected enhanced or impeded magic, choose one type of magic to be enhanced or impeded, such as "effects with the fire descriptor or that manipulate fire" or "death spells and spells from the Death or Repose domains." A plane cannot be enhanced and impeded for the same kinds of spells.

*Morphic*: You may use *move earth* at will in your demiplane at one-tenth of the spell's normal casting time, and can reshape normal plants in the same manner (such as by twisting trees into a fence or humanlike shapes). You are even able to affect rock formations with this ability, though the casting time for this is only half normal.

*Portal*: Your demiplane gains a permanent *gate* to one location on another plane, which can only be used for planar travel. This location must be very familiar to you. This *gate* is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).

*Time*: By default, time passes at the normal rate in your demiplane. By selecting this feature, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time).

You can make this spell permanent with the *permanency* spell, at a cost of 22,500 gp. If you have cast *create greater demiplane* multiple times to enlarge the demiplane, each casting's area requires its own *permanency* spell. Merged! This spell combines the effects of the following spells: *create demiplane, lesser create demiplane,* and *greater create demiplane.* 

# **CREATE UNDEAD**

School necromancy [evil]; Domain death 6 (diminished), evil 6 Casting Time 1 hour Components V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50 gp per HD of the undead to be created) Range close (25 ft. + 5 ft./2 levels) Target one corpse Duration instantaneous Saving Throw none; Spell Resistance no

A much more potent spell than *animate dead*, this evil spell allows you to infuse a dead body with negative energy to create more powerful sorts of undead. The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
13th or lower	Juju Zombie
14th-16th	Zuvembie
17th–18th	Revenant
19th or higher	Vampire

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

Diminished Effects: The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghast
15th–17th	Mummy
18th or higher	Mohrg

Heightened Effects: The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

Merged! This spell combines the effects of the following spells: create undead and create greater undead.

## **CURE LIGHT WOUNDS, MASS**

School conjuration (healing); Level druid 6, 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.

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# **DEADLY FINALE**

School evocation [sonic]; Level bard 6 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Targets 1 creature/3 levels no two of which can be more than 30 ft. apart Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes

You must have a bardic performance in effect to cast this spell. With a flourish, you immediately end your performance, dealing 2d8 points of sonic damage to each target. In addition, each target takes 3d6 points of bleed damage for 1d6 rounds. A save negates the bleed damage but not the sonic damage.

Diminished Effects: The spell's target becomes 1 creature.

### DICTUM

School evocation [lawful, sonic]; Level inquisitor 6 Casting Time 1 standard action Components V Range 40 ft. Area nonlawful creatures in a 40-ft.-radius spread centered on you Duration instantaneous Saving Throw none or Will negates; see text; Spell Resistance yes Any nonlawful creature within the area of a *dictum* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Staggered, deafened
Up to caster level -5	Paralyzed, staggered, deafened
Up to caster level -10	Killed, paralyzed, staggered, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

*Deafened*: The creature is deafened for 1d4 rounds. Save negates.

*Staggered*: The creature is staggered for 2d4 rounds. Save reduces the staggered effect to 1d4 rounds.

*Paralyzed*: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

*Killed*: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *dictum* or not. The banishment effect allows a Will save (at a –4 penalty) to negate. Creatures whose Hit Dice exceed your caster level are unaffected by *dictum*.

- Diminished Effects: The spell's area becomes a 20foot-radius spread and it only affects chaotic creatures with HD less than your caster level.
- Heightened Effects: The spell's area becomes a 20foot-radius spread and it only affects good creatures with HD less than your caster level.

HD	Effect
Equal to caster level	Blinded
Up to caster level – 1	Dazed, blinded
Up to caster level – 5	Paralyzed, dazed, blinded
Up to caster level – 10	Killed, paralyzed, dazed, blinded

*Blinded*: The creature is blinded for 1d4 rounds. Save negates.

*Dazed*: The creature can take no actions for 2d4 rounds. Save reduces the dazed effect to 1d4 rounds.

# DIMENSIONAL LOCK

School abjuration; Level summoner 6 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius emanation centered on a point in space Duration 1 day/level Saving Throw none; Spell Resistance yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport,* and similar spell-like abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

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

- Diminished Effects: Creature's within the spell's area may make a Fortitude saving throw to negate the spell.
- Heightened Effects: The spell's area becomes a 30foot-radius emanation.

# **DISCERN LOCATION**

School divination; Level summoner 6 Casting Time 10 minutes Components V, S, DF Range unlimited Target one creature or object Duration instantaneous Saving Throw none; Spell Resistance no

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

- Diminished Effects: You must have a piece of the creature (lock of hair, bit of nail, vial of blood, et cetera) or object (scraping, broken part, et cetera) you desire to locate. In addition the creature may make a Will saving throw to negate the spell.
- Heightened Effects: The spell also creates a scrying effect, by which you may observe the creature or object through a sensor for 1 minute per caster level after the initial casting is complete.

### DISINTEGRATE

School transmutation; Level magus 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M/DF (a lodestone and a pinch of dust) Range medium (100 ft. + 10 ft./level) Effect ray Duration instantaneous Saving Throw Fortitude partial (object); Spell Resistance yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *interposing hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

- Diminished Effects: Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d4). A creature or object that makes a successful Fortitude save is partially affected, taking only 5d4 points of damage.
- Heightened Effects: You may fire up to one ray per four caster levels. Each ray requires a ranged touch attack to hit and deals damage in increments of 2d8 points of damage. The maximum damage from all the rays is 2d8 points of damage per caster level (to a maximum of 40d8). The rays must be aimed at targets within 30 feet of each other and fired simultaneously. A creature or object that makes a successful Fortitude save is partially affected, taking only 1d8 points of damage per 8d8 points of intended damage (minimum 1d8).

For example, a 14th-level wizard decides to fire two rays at an ettin and a hill giant. She might decide to empower each of the rays with 14d8 points of damage (for a total of 28d8 points of damage). The ettin fails its Fortitude save and take full damage while the hill giant succeeds on its Fortitude save and only takes 2d8 points of damage.

## **DISPEL MAGIC, GREATER**

School abjuration; Level cleric/oracle 6, druid 6, inquisitor 6, magus 6, sorcerer/wizard 6, witch 6; Domain liberation 6 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target or Area one spellcaster, creature, or object; or a 20-ft.-radius burst Duration instantaneous Saving Throw none; Spell Resistance no

This spell functions like *dispel magic*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

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

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object. You may choose to automatically succeed on dispel checks against any spell that you have cast.

*Counterspell*: When *greater dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *greater dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell; you receive a +4 bonus on this dispel check.

- Diminished Effects: You can only dispel one spell per six caster levels when performing a targeted dispel. The spell's area becomes a 10-foot-radius burst when performing an area dispel. You only receive a +2 bonus on your dispel check when performing a counterspell.
- Heightened Effects: You gain a +2 bonus on your dispel checks (+6 with a *counterspell*).

## **DOMINATE MONSTER**

School enchantment (compulsion) [mindaffecting]; Level summoner 6 Casting Time 1 round Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 day/level Saving Throw Will negates; Spell Resistance yes

You can control the actions of any 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.

### **DUST FORM**

School transmutation (polymorph); Level 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.

E

# EAGLE AERIE

School conjuration (summoning) [good]; Level druid 6, summoner 6 Casting Time 1 round Components V, S, DF Range long (400 ft. + 40 ft./level) Effect summoned eagles Duration 1 hour/level Saving Throw none; Spell Resistance no

You summon a flight of giant eagles (one per three caster levels, maximum of six) to ferry you and

your allies across the skies. The eagles avoid combat if possible but defend themselves if attacked; if the eagles attack, the remaining duration of the spell changes from 1 hour per level to 1 round per level (so if the spell had 5 full hours left, the eagles remain in combat for 5 rounds before the spell ends).

- Diminished Effects: The spell's duration becomes 10 minutes per caster level. If the eagles attack, the remaining duration of the spell changes from 10 minutes per caster level to 1 round per two caster levels (so if the spell had 60 minutes left, the eagles remain in combat for 3 rounds before the spell ends).
- Heightened Effects: The spell's remaining duration is not reduced if the eagles attack, as long as the eagles are attacking evil creatures.

# EAGLE'S SPLENDOR, MASS

School transmutation; Level bard 6, cleric/oracle 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M/DF (feathers or droppings from an eagle) Range close (25 ft. + 5 ft./2 levels) Target One creature/level, no two of which can be more than 30 ft. apart Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes

The transmuted creatures become more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

- Diminished Effects: The spell's duration becomes 1 round per caster level.
- Heightened Effects: The spell grants a +6 enhancement bonus to Charisma, rather than only +4.

### **ELEMENTAL BODY, GREATER**

School transmutation (polymorph); Level alchemist 6, magus 6 Casting Time 1 standard action Components V, S, M (the element you plan to assume) Range personal Target you Duration 1 min/level (D)

This spell functions as *elemental body*, except that it also allows you to assume the form of a Huge air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and precision damage while in elemental form and gain DR 5/—.

Air elemental: If the form you take is that of a Huge air elemental, you gain a +4 size bonus to your Strength, +6 size bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

*Earth elemental*: If the form you take is that of a Huge earth elemental, you gain a +8 size bonus to your Strength, a -2 penalty on your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus. You also gain darkvision 60 feet, and the ability to earth glide.

*Fire elemental*: If the form you take is that of a Huge fire elemental, you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Constitution, and a +4 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability. Water elemental: If the form you take is that of a Huge water elemental, you gain a +4 size bonus to your Strength, a –2 penalty on your Dexterity, a +8 size bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 120 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Diminished Effects: This spell functions as elemental body, except that it also allows you to assume the form of a Large air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form.

Air elemental: As above, except that you gain a +2 size bonus to your Strength, +4 size bonus to your Dexterity, and a +4 natural armor bonus.

Earth elemental: As above, except that you gain a +6 size bonus to your Strength, a -2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

*Fire elemental*: As *above*, except that you gain a +4 size bonus to your Dexterity, a +2 size bonus to your Constitution, and a +4 natural armor bonus.

Water elemental: As above, except that you gain a +2 size bonus to your Strength, a -2 penalty on your Dexterity, a +6 size bonus to your Constitution, and a +6 natural armor bonus.

- Heightened Effects: The spell's range becomes touch and its target becomes one creature.
- Merged! This spell combines the effects of the following spells: *elemental body III* and *elemental body IV*.

### **ENEMY HAMMER**

School transmutation; Level sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (puppet strings) Range long (400 ft. + 40 ft./level) Target one creature

# Duration 1 round/level (D) Saving Throw Fortitude partial; Spell Resistance yes

You grab a creature with telekinesis and use it to batter nearby opponents or objects. You must target a specific creature when casting this spell and once you select that creature you cannot switch to another. Each round, as a standard action, you can attempt to hurl the target at any creature or object within 30 feet of it. You must make an attack roll whenever you use the target as a weapon. The attack bonus for this attack is equal to your caster level plus either your Intelligence or Charisma modifier (whichever is higher). If you successfully hit the new target with the creature both it and the creature take damage based on the creature's size.

Creature Size	Damage Dealt
Fine	1d4
Diminutive	1d6
Tiny	1d8
Small	1d10
Medium	2d6
Large	2d8
Huge	2d10
Gargantuan	3d6
Colossal	3d8

The target creature can make a Fortitude saving throw each time you attempt to use it as a weapon. If it makes its saving throw it can act normally, but if it fails its save it loses all actions for the round and ends its turn prone in a square adjacent to the target of your attack. However, if the creature chooses to resist your efforts to move it, taking no other actions for the round, it gets a +4 circumstance bonus on its saving throw. The spell ends immediately if the target creature dies or is destroyed.

- Diminished Effects: The spell's duration becomes instantaneous. You may only target a Huge or smaller creature.
- Heightened Effects: Each round, as part of a full attack action, you may make a second attack with the target creature at a –5 penalty.

# **ENVIOUS URGE**

School enchantment (compulsion) [emotion, mind-affecting]; Level 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 creatures with feelings of seething envy. Affected targets turn upon the nearest creature (whether an ally or enemy) and attempt to disarm it of a valuable weapon, steal something it is holding, or grapple it and strip it of something it prizes (your choice). Affected targets can attempt a new Will save each round as a free action to end this effect.

- Diminished Effects: The spell's target becomes one creature per three caster levels.
- Heightened Effects: The spell's targets are treated as having the Improved Disarm, Improved Steal, or Improved Grapple feat (whether or not they meet the prerequisites), dependent on your choice of combat maneuver. If a target already has the associate feat, they gain no further bonus.

### **EPIDEMIC**

School necromancy [disease, evil]; Level cleric/oracle 6, druid 6, witch 6 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target living creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

The target contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom, as the spell *contagion*. However, the disease is highly contagious, and any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's normal DC (not the spell DC) or contract the disease. If the initial target overcomes the disease by making the required number of saving throws, it remains a carrier of the disease for a length of time equal to the disease's frequency, and can continue to infect others during this time.

- Diminished Effects: The spell's range becomes touch.
- Heightened Effects: The initial target cannot overcome the disease without magic—making the required number of saves does not cure it and it can continue to infect others. The DC to remove the disease with magic is equal to the save DC + 5.

### **ETHEREAL JAUNT**

School transmutation; Level summoner 6 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

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

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

- Diminished Effects: The spell's duration becomes 1 round per caster level.
- Heightened Effects: The spell's range becomes touch and its target becomes you and one other touched creature per three caster levels. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Merged! This spell combines the effects of the following spells: *ethereal jaunt* and *etherealness*.

## **EUPHORIC TRANQUILITY**

**School** enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 6

Casting Time 1 standard action Components V, S, M/DF (a poppy flower) Range touch Target creature touched Duration 1 round/level Saving Throw none and Will partial (see below); Spell Resistance yes

A creature under the effect of this enchantment enters a state of euphoria. The target treats all creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will saving throw. If the saving throw succeeds, the creature can make act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful (see the Diplomacy skill), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

- Diminished Effects: If the creature is attacked, it does not need to make a Will save to act normally for 1 round. In addition, if the creature is considered to have an attitude of Friendly, not Helpful.
- Heightened Effects: The spell's target becomes all creatures in a 10-foot-radius burst from you.

## EYEBITE

School necromancy [emotion, pain]; Level alchemist 6, bard 6, sorcerer/wizard 6, witch 6; Domain curse 6; Bloodline abyssal 6, accursed 6 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level

# Saving Throw: Fortitude negates; Spell Resistance: yes

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent.

Sickened: Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.

*Panicked*: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

*Comatose*: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a *sleep* effect, and thus elves are not immune to it.

You must spend a swift action each round after the first to target a foe.

Diminished Effects: Depending on the target's HD, this attack has the following effects.

HD	Effect
10 or more	Not affected

7–9	Sickened
4–6	Panicked, sickened
3 or less	Comatose, panicked, sickened

Heightened Effects: The spell's target becomes one living creature per three caster levels, no two of which may be more than 30 feet apart.

# FESTER, MASS

F

School necromancy; Level inquisitor 6, witch 6 Casting Time 1 standard action Components V, S, M (rotted meat) Range close (25 ft. + 5 ft./2 levels) Target 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 Fortitude partial; Spell Resistance yes

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

Diminished Effects: The subjects gain spell resistance equal to 5 + your caster level against effects that restore hit points or grant temporary hit points.

Heightened Effects: The subjects gain spell resistance equal to 16 + your caster level against effects that restore hit points or grant temporary hit points.

# FIND THE PATH

School divination; Level bard 6, cleric/oracle 6, druid 6, inquisitor 6, witch 6; Domain knowledge 6, travel 6 Casting Time 3 rounds

Components V, S, F (a set of divination counters) Range personal or touch Target you or creature touched Duration 10 min./level Saving Throw none or Will negates (harmless); Spell Resistance no or yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the caster as he follows the path revealed by this spell.

Diminished Effects: The spell's range becomes personal, its target becomes you, and its duration becomes 1 minute per caster level. Heightened Effects: The spell's casting time becomes 1 standard action, and it works in respect to objects and creatures as well as locations.

### FIRE SEEDS

School conjuration (creation) [fire]; Level druid 6; Domain fire 6, sun 6 Casting Time 1 standard action Components V, S, M (acorns or holly berries) Range touch Targets up to four acorns or up to eight holly berries Duration 10 min./level or until used Saving Throw none or Reflex half; see text; Spell Resistance no

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special thrown splash weapons. An acorn grenade has a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d4 points of fire damage per caster level (maximum 20d4) divided among the acorns as you wish. No acorn can deal more than 10d4 points of damage.

Each acorn grenade explodes upon striking any hard surface. In addition to its regular fire damage, all creatures adjacent to the explosion take 1 point of fire damage per die of the explosion. This explosion of fire ignites any combustible materials adjacent to the target.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage + 1 point per caster level to every creature in a 5-foot-radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Diminished Effects: The spell's duration becomes 1 minute per caster level, or until used. Acorn grenades only deal 1d6 points of fire damage per two caster levels (maximum 10d6), and holly berry bombs deal 1d6 points of fire damage + 1 point per two caster levels.

Heightened Effects: Acorn grenades deal 1d6 points of fire damage per caster level (maximum 20d6), and holly berry bombs deal 1d10 points of fire damage + 1 point per caster level.

# **FLESH TO STONE**

School transmutation; Level magus 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, M (lime, water, and earth) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance ves

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

- Diminished Effects: The spell's range becomes touch, and you must make a successful melee touch attack against the target.
  - Heightened Effects: You can shape the target creature as to appear as a stone-made part of the

scenery (for example, a pillar in a gallery or a stalagmite in a cavern). The following spells harm the target if cast upon it. *Stone to flesh* restores the target while dealing 5d6 points to it. *Stone shape* deals 3d6 points of damage to the target but does not restore it.

# **FOOL'S FORBIDDANCE**

School abjuration [mind-affecting]; Level bard 6 Casting Time 1 standard action Components V, S, M (a ring of keys) Range 10 ft. Area 10-ft.-radius spherical emanation centered on you Duration concentration Saving Throw Will partial; Spell Resistance yes

Through your antics and performance, you create an area of warding that adversely affects all enemies that dare enter it. When an enemy creature enters the area it must make an immediate Will saving throw. If it fails, the creature is confused as long as it is in the area and for 1 round after it leaves. If it succeeds on the saving throw, the creature is staggered as long as it is in the area and for 1 round after it leaves.

Diminished Effects: If a creature succeeds on the saving throw, it is not staggered and can act normally.

## FORBIDDANCE

School abjuration; Level cleric/oracle 6, inquisitor 6 Casting Time 6 rounds

**Components** V, S, M (holy water and incense worth 1,500 gp, plus 1,500 gp per 60-foot cube), DF

Range medium (100 ft. + 10 ft./level) Area 60-ft. cube/level (S) Duration permanent Saving Throw see text; Spell Resistance yes

*Forbiddance* seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spellis cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. Adding a password requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

*Dispel magic* does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

Diminished Effects: Creatures can attempt Will saves in order to use magic to travel into or out of the area. The spell does not damage the creature. Heightened Effects: Creatures with alignments different than yours in respect to either law/chaos or good/evil take 6d8 points of damage. Creatures with alignments different than yours in respect to both law/chaos and good/evil take 12d8 points of damage. A successful Will save halves the damage.

### **FORCEFUL HAND**

**Notes** *Forceful hand* has been incorporated into *interposing hand*.

### FORM OF THE DRAGON

School transmutation (polymorph); Level alchemist 6, magus 6 Casting Time 1 standard action Components V, S, M (a scale of the dragon type you plan to assume) Range personal Target you Duration 1 min./level (D) Save see text; Spell Resistance no

You become a Large chromatic or metallic dragon. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, fly 90 feet (poor), darkvision 60 feet, a breath weapon, DR 5/magic, and resistance to one element. You also gain one bite (2d6), two claws (1d8), two wing attacks (1d6), and one tail slap attack (1d8). You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses. All breath weapons deal 8d8 points of damage and allow a Reflex save for half damage.

In addition, some of the dragon types grant additional abilities, as noted below.

*Black dragon*: 80-foot line of acid, resist acid 20, swim 60 feet

*Blue dragon*: 80-foot line of electricity, resist electricity 20, burrow 20 feet

*Green dragon*: 40-foot cone of acid, resist acid 20, swim 40 feet

*Red dragon*: 40-foot cone of fire, resist fire 30, vulnerability to cold

*White dragon*: 40-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire

*Brass dragon*: 80-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold

*Bronze dragon*: 80-foot line of electricity, resist electricity 20, swim 60 feet

*Copper dragon*: 80-foot line of acid, resist acid 20, *spider climb* (always active)

*Gold dragon*: 40-foot cone of fire, resist fire 20, swim 60 feet

*Silver dragon*: 40-foot cone of cold, resist cold 30, vulnerability to fire

Diminished Effects: You become a Medium chromatic or metallic dragon. You gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet, a breath weapon, and resistance to one element. You also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). Your breath weapon and resistance depend on the type of dragon. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage. Line breath weapons decrease to 60-foot lines and cones decrease to 43-foot cones.

Heightened Effects: You become a Huge chromatic or metallic dragon. You gain the following abilities: a +10 size bonus to Strength, a +8 size bonus to Constitution, a +8 natural armor bonus, fly 120 feet (poor), blindsense 60 feet, darkvision 120 feet, a breath weapon, DR 10/magic, frightful presence (DC equal to the DC for this spell), and immunity to one element (of the same type your chosen dragon type grants resistance to). You also gain one bite (2d8), two claws (2d6), two wing attacks (1d8), and one tail slap attack (2d6). You can use the breath weapon as often as you like, but you must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 100foot lines and cones increase to 50-foot cones.

Merged! This spell combines the effects of the following spells: form of the dragon I, form of the dragon II, and form of the dragon III.

# FOX'S CUNNING, MASS

School transmutation; Level bard 6, sorcerer/wizard 6 Range close (25 ft. + 5 ft./2 levels) Casting Time 1 standard action Components V, S, M/DF (hairs or dung from a fox) Target one creature/level, no two of which can be more than 30 ft. apart Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes

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

- Diminished Effects: The spell's duration becomes 1 round per caster level.
- Heightened Effects: The spell grants a +6 enhancement bonus to Intelligence, rather than only +4.

#### **FREEZING SPHERE**

School evocation [cold]; Level magus 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, F (a small crystal sphere)

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Range long (400 ft. + 40 ft./level) Target, Effect, or Area see text Duration instantaneous or 1 round/level; see text Saving Throw Reflex half; see text; Spell Resistance yes

*Freezing sphere* creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 40-footradius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. A creature of the water subtype instead takes 1d8 points of cold damage per caster level (maximum 15d8) and is staggered for 1d4 rounds.

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 40-foot radius. This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

- Diminished Effects: The globe explodes in a 20foot-radius burst, and a creature of the water subtype who takes damage from the spell does not become staggered.
- Heightened Effects: Each creature who takes damage from the spell is staggered for 1d4 rounds. A creature of the water subtype who takes damage from the spell is paralyzed for 1d4 rounds.

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### **GEAS/QUEST**

School enchantment (compulsion) [curse, language-dependent, mind-affecting]; Level bard 6, cleric/oracle 6, sorcerer/wizard 6, witch 6; 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.
#### GETAWAY

School conjuration (teleportation); Level bard 6, sorcerer/wizard 6 Casting Time 1 minute Components V, S, M (a brass doorknob) Range unlimited Targets you and one willing creature/2 levels, all of which must be within 30 feet of you Duration 1 hour/level Saving Throw none; Spell Resistance no

Getaway teleports you and allies you designate at the time of casting to a predetermined location. You must initially cast the spell at that locationall creatures affected by the spell must be present at that time and within 30 feet of you. At any time before the spell's duration expires, you may trigger the spell as a swift action. At this time, all affected creatures (or their remains and gear) within 30 feet of you are teleported to the location where you first cast the spell. Creatures more than 30 feet away from you are left behind. Selected creatures within 30 feet of you who do not wish to travel with you at that time can simply choose not to go. You can be transported any distance within a plane but cannot travel between planes.

- Diminished Effects: The spell's duration becomes 10 minutes per caster level. All creatures affected by the spell must be present at the time of casting and within 15 feet of you. Creatures more than 15 feet away from you when you trigger the spell are left behind.
- Heightened Effects: The spell's target becomes you and one willing creature per caster level, all of which must be within 30 feet of you.

#### **GIANT FORM**

School transmutation (polymorph); Level alchemist 6 Casting Time 1 standard action Components V, S, M (a piece of the creature whose form you plan to assume) Range personal Target you Duration 1 min./level (D)

When you cast this spell you can assume the form of any Large humanoid creature of the giant subtype. Once you assume your new form, you gain the following abilities: a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, rend (2d6 damage), regeneration 5, rock catching, and rock throwing (range 60 feet, 2d6 damage). If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

- Diminished Effects: The spell's duration becomes 1 round per caster level.
- Heightened Effects: The spell allows you to assume the form of any Huge creature of the giant type. You gain the following abilities: a +8 size bonus to Strength, a –2 penalty to Dexterity, a +6 size bonus to Constitution, a +6 natural armor bonus, low-light vision, and a +10-foot enhancement bonus to your speed. If the form you assume has any of the following abilities, you gain the listed ability: swim 60 feet, darkvision 60 feet, rend (2d8 damage), regeneration 5, rock catching, and rock throwing (range 120 feet, 2d10 damage). If the creature has immunity or resistance to one element, you gain that immunity or resistance. If the creature has vulnerability to an element, you gain that vulnerability.

**Merged!** This spell combines the effects of the following spells: *giant form I* and *giant form II*.

#### **GLYPH OF WARDING, GREATER**

School abjuration; Level cleric/oracle 6, inquisitor 6; Domain rune 6 Casting Time 10 minutes **Components** V, S, M (powdered diamond worth 400 gp) **Range** touch

**Target or Area** object touched or up to 5 sq. ft./level

**Duration** permanent until discharged (D) **Saving Throw** see text; **Spell Resistance** no (object) and yes; see text

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

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

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

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead, polymorph,* and *nondetection* (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a DC 16 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

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

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

*Greater Blast Glyph*: A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 10d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

*Greater Spell Glyph*: You can store any harmful spell of 6<sup>th</sup> level or lower that you know. All leveldependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

- Diminished Effects: A greater blast glyph only deals 1d6 points of damage per two caster levels (maximum 10d6) and a greater spell glyph can only store a spell of 5<sup>th</sup> level or lower. Read magic allows you to identify a diminished greater glyph of warding with a DC 15 Knowledge (arcana) check.
- Heightened Effects: A greater blast glyph deals
  1d10 points of damage per two caster levels
  (maximum 10d10) and a greater spell glyph can

store a spell of 7<sup>th</sup> level or lower. *Read magic* allows you to identify a heightened *glyph of warding* with a DC 17 Knowledge (arcana) check.

#### **GUARDS AND WARDS**

School abjuration; Level sorcerer/wizard 6, witch 6; Domain wards 6 Casting Time 30 minutes Components V, S, M (burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood), F (a small silver rod) Range anywhere within the area to be warded Area up to 200 sq. ft./level (S)

Duration 2 hours/level (D)

Saving Throw see text; Spell Resistance see text

This powerful spell is primarily used to defend a stronghold or fortress by creating a number of magical wards and effects. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

*Fog*: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). *Saving Throw:* none. *Spell Resistance:* no.

Arcane Locks: All doors in the warded area are arcane locked. Saving Throw: none. Spell Resistance: no.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts. Saving Throw: Reflex negates; see text for web. Spell Resistance: no. *Confusion*: Where there are choices in direction such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is a mind-affecting effect. *Saving Throw*: none. *Spell Resistance*: yes.

Lost Doors: One door per caster level is covered by a diminished moving image to appear as if it were a plain wall. Saving Throw: Will disbelief (if interacted with). Spell Resistance: no.

In addition, you can place your choice of one of the following five magical effects.

1. *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. *Saving Throw*: none. *Spell Resistance*: no.

2. A *magic mouth* in two places. *Saving Throw*: none. *Spell Resistance*: no.

3. A heightened stinking cloud in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. *Saving Throw*: Fortitude negates; see heightened text for *fog cloud. Spell Resistance*: no.

4. A gust of wind in one corridor or room. Saving *Throw*: Fortitude negates. *Spell Resistance*: yes.

5. A suggestion in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. Saving Throw: Will negates. Spell Resistance: yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *mage's disjunction* destroys the entire *guards and wards* effect.

- Diminished Effects: The spell's duration is reduced to 20 minutes per caster level.
- Heightened Effects: You may place one of the five selectable magical effects per two caster levels beyond 11th.

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#### HARM

School necromancy; Level cleric/oracle 6, inquisitor 6; Domain decay 6, destruction 6 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration instantaneous Saving Throw Will half; see text; Spell Resistance yes

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15<sup>th</sup> level). If the creature successfully saves, *harm* deals half this amount. *Harm* cannot reduce the target's hit points to less than 1.

If used on an undead creature, harm acts like heal.

- Diminished Effects: The spell only deals 5 points of damage per caster level (to a maximum of 100 points at 20<sup>th</sup> level).
- Heightened Effects: The spell range becomes 30 feet and its effect becomes a ray. The ray requires you to make a ranged touch attack to affect the target.

#### HEAL

School conjuration (healing); Level alchemist 6, cleric/oracle 6, inquisitor 6; Domain healing 6 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration instantaneous

#### Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

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

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

If used against an undead creature, *heal* instead acts like *harm*.

- Diminished Effects: The spell's range becomes personal and its target becomes you. Furthermore, the spell only heals 5 points of damage per caster level (to a maximum of 100 points at 20<sup>th</sup> level), and only removes the following adverse conditions affecting you: ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened.
- Heightened Effects: The spell range becomes 30 feet and its effect becomes a ray. The ray requires you to make a ranged touch attack to affect the target.

#### **HEROES' FEAST**

School conjuration [creation]; Level bard 6, cleric/oracle 6, inquisitor 6; Domain community 6, resolve 6 Casting Time 10 minutes Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Effect feast for one creature/level Duration 1 hour plus 12 hours; see text Saving Throw none; Spell Resistance no

You bring forth a great feast, including a magnificent table, chairs, service, and food and

drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both *neutralize poison* and *remove disease*, and gains 1d8 temporary hit points + 1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

- Diminished Effects: The spell's casting time becomes 20 minutes, and the duration of the morale bonuses becomes 6 hours.
- Heightened Effects: The time it takes to consume the feast becomes 30 minutes, and the duration of the morale bonuses becomes 24 hours.

#### HOLD MONSTER

School enchantment (compulsion) [mindaffecting]; 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.

#### HOLY WORD

School evocation [good, sonic]; Level inquisitor 6 Casting Time 1 standard action Components V Range 40 ft. Area nongood creatures in a 40-ft.-radius spread centered on you Duration instantaneous Saving Throw Will partial; Spell Resistance yes

Any nongood creature within the area of a *holy word* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded, deafened
Up to caster level -10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

*Deafened*: The creature is deafened for 1d4 rounds. Save negates.

*Blinded*: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

*Paralyzed*: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

*Killed*: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *holy word* or not. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *holy word*.

- Diminished Effects: The spell's area becomes a 20foot-radius spread and it only affects evil creatures with HD less than your caster level.
  - **Heightened Effects:** Any nongood creature within the area of the spell suffers the following ill effects.

時間である	HD	Effect
時間 いいれる シンド	Equal to caster level	Blinded
	Up to caster level -1	Nauseated, blinded
	Up to caster level -5	Paralyzed, nauseated, blinded
	Up to caster level -10	Killed, paralyzed, nauseated, blinded

*Blinded*: The creature is blinded for 1d4 rounds. Save negates.

*Sickened:* The creature is nauseated for 2d4 rounds. Save reduces the nauseated effect to 1d4 rounds.

#### **HOSTILE JUXTAPOSITION**

School conjuration (teleportation); Level sorcerer/wizard 6, 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*.

#### ICE CRYSTAL TELEPORT

School conjuration (teleportation) [cold]; Level sorcerer/wizard 6, 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.

#### **INCENDIARY CLOUD**

School conjuration (creation) [fire]; Level summoner 6 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Area cloud spreads in 20-ft. radius, 20 ft. high Duration 1 round/level (D) Saving Throw Reflex half, see text; Spell Resistance no

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remaining spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

- Diminished Effects: The spell's range becomes close (25 ft. + 5 ft./2 levels), and its area becomes a 10-foot radius cloud.
- Heightened Effects: The spell deals 6d8 points of fire damage to everything within the cloud on your turn each round.

#### INFLICT LIGHT WOUNDS, MASS

School necromancy; Level 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*.

#### IRONWOOD

School transmutation; Level druid 6 Casting Time 1 minute/lb. created Components V, S, F (wood to be transformed) Range 0 ft. Effect an *ironwood* object weighing up to 5 lbs./level Duration 1 day/level (D) Saving Throw none; Spell Resistance no

*Ironwood* is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on *ironwood*. Spells that affect wood do affect *ironwood*, although *ironwood* does not burn. Using this spell with *wood shape* or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids.

Further, if you make only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

- Diminished Effects: The spell's duration becomes 24 hours.
- Heightened Effects: The spell's duration becomes permanent.

#### **IRRESISTIBLE DANCE**

School enchantment (compulsion) [mindaffecting]; Level bard 6 Casting Time 1 standard action Components V Range touch Target living creature touched Duration 1d4+1 rounds Saving Throw Will partial; Spell Resistance yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

- Diminished Effects: The effect only imposes a -3 penalty to Armor Class and a -8 penalty on Reflex saves.
- Heightened Effects: The spell's range becomes 30 feet, and its duration becomes 1d12 rounds + 1 round per caster level.

#### JOYFUL RAPTURE

School conjuration (healing) [emotion]; Level cleric/oracle 6 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.

This spell turns an oak tree into a protector or guardian. The spell can only be cast on a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. *Liveoak* must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The *liveoak* spell triggers the tree into animating as a treant.

If *liveoak* is dispelled, the tree takes root immediately wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

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

Heightened Effects: The spell's casting time increases to 24 hours, it gains a material component consisting of herbs and oils worth 2,500 gp, and its duration becomes instantaneous. You have no special empathy or connection with the treant you awaken. The treant remains friendly to you, but it does not undertake tasks for you unless it is in its best interest.

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#### MAGE'S LUCUBRATION

School transmutation; Level wizard 6 Casting Time 1 standard action Components V, S Range personal Target you Duration instantaneous

You instantly prepare any one spell of 5<sup>th</sup> level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The chosen spell is stored in your mind as though prepared in the normal fashion.

If the recalled spell requires material components, you must provide them. The recovered spell is not

#### LIVEOAK

School transmutation; Level druid 6 Casting Time 10 minutes Components V, S Range touch Target tree touched Duration 1 day/level (D) Saving Throw none; Spell Resistance no usable until the material components are available.

- Diminished Effects: You instantly prepare any one spell of 4<sup>th</sup> level or lower that you have used during the past 24 hours.
- Heightened Effects: You instantly prepare any one spell of 6<sup>th</sup> level or lower that you have used during the past 24 hours.

#### MAZE

School conjuration (teleportation); Level summoner 6 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration see text Saving Throw none; Spell Resistance yes

You banish the subject into an extradimensional labyrinth. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, freeing the subject.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

- Diminished Effects: The spell's range becomes touch. If the subject doesn't escape, the maze disappears after 1 minute, freeing the subject.
- Heightened Effects: The spell affects all creatures in a 10-foot-radius burst. Affected creatures must make separate Intelligence checks to attempt to escape the labyrinth.

#### MISLEAD

**School** illusion (figment, glamer); **Level** alchemist 6, 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 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.

#### MONSTROUS PHYSIQUE, GREATER

School transmutation (polymorph); Level alchemist 6, magus 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a piece of the creature whose form you plan to assume) Range personal Target you Duration 1 minute/level (D)

This spell functions as monstrous physique, except it also allows you to assume the form of a Diminutive or Huge creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, blood frenzy, breath weapon, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, rend, roar, sound mimicry, speak with sharks, spikes, trample, trip, and web. If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. If the creature has immunity to poison, you gain a +8 bonus on saves against poison.

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

Huge monstrous humanoid: If the form you take is that of a Huge monstrous humanoid, you gain a +6 size bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus. **Diminished Effects:** While the spell still allows you to assume the form of a Diminutive or Huge creature of the monstrous humanoid type, the list of abilities you are able to use is more limited. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, blood frenzy, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, sound mimicry, speak with sharks, trample, trip, and web. If the creature has the undersized weapons special quality, you gain that quality.

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

Merged! This spell combines the effects of the following spells: monstrous physique III and monstrous physique IV.

#### **MOVE EARTH**

School transmutation [earth]; Level druid 6, sorcerer/wizard 6 Casting Time see text Components V, S, M (clay, loam, sand, and an iron blade) Range long (400 ft. + 40 ft./level) Area dirt in an area up to 750 ft. square and up to 10 ft. deep (S) Duration instantaneous Saving Throw none; Spell Resistance no

*Move earth* moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

In no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move. This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacial fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

- Diminished Effects: The spell's range becomes medium (100 feet + 10 feet per level), and it may only affect an area up to 300 feet square and 10 feet deep.
- Heightened Effects: For every 150-foot square (up to 20 feet deep), casting takes 5 minutes. The maximum area, 750 feet by 750 feet, takes 2 hours and 5 minutes to move.

## NIGHTMARE

School illusion (phantasm) [mind-affecting, evil]; Domain 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
Connection Likeness or picture	
	Modifier
Likeness or picture	Modifier -2

\*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).

#### **OVERWHELMING PRESENCE**

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 6, cleric/oracle 9, inquisitor 6, sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M (a swan feather) 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, see text; Spell Resistance yes

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell. Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

Diminished Effects: The spell's duration becomes 1 round. A creature that makes the initial save to resist this spell suffers no further effect.

#### **OWL'S WISDOM, MASS**

School transmutation; Level cleric/oracle 6, druid 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M/DF (feathers or droppings from an owl) Range close (25 ft. + 5 ft./2 levels) Target one creature/level, no two of which can be more than 30 ft. apart Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes

The transmuted creatures become wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdombased spellcasters) who receive *owl's wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

- Diminished Effects: The spell's duration becomes 1 round per caster level.
- Heightened Effects: The spell grants a +6 enhancement bonus to Wisdom, rather than only +4.

#### **PERMANENT IMAGE**

**Notes** *Permanent image* has been incorporated into *persistent image*.

#### PHANTASMAL WEB

School illusion (phantasm) [mind-affecting]; 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; see text; Spell Resistance yes

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.

#### **PIED PIPING**

School enchantment (compulsion) [mindaffecting, sonic]; Level bard 6 Casting Time 1 standard action Components V or F (musical instrument) Range 90 ft. Area 90-ft.-radius emanation, centered on you Duration concentration + 1 round/level Saving Throw Will partial; see text; Spell Resistance yes

You call forth a melody so compelling and attractive that creatures belonging to a group with a specific, identifiable physical trait (such as type, subtype, age, gender, or hair color) find it almost impossible not to approach and follow you. You choose the nature of the creatures you seek to attract when you cast the spell and, once you make this choice, cannot alter it. You can only use physical traits to determine your audience. You can never use social and other more voluntary criteria (such as alignment, religion, nationality, or class) to select targets for this spell.

Eligible creatures must make a saving throw each round spent within the area of the spell and, once they fail, approach you at their normal movement speed and stand as close to you as possible without actually entering an occupied square. If you move, they do their best to maintain their proximity to you and follow. Affected creatures can take no actions other than listening to your music and following you if you move. Those entering the area while the spell is in effect must also successfully save or be compelled to come to you.

The attractive power of the spell does not cause affected creatures to put themselves in jeopardy and they have enough presence of mind to avoid or negotiate around obstacles and other perilous hazards. If unable to approach or follow you without endangering themselves, they simply wait, swaying to the music, until you pass out of range, at which point they regain their senses after 1 round/caster level. If circumstances change once you move out of range, making it possible for affected creatures to resume their attempts to get near you they do so, and, if they manage to return to within the area of the spell before it wears off, the spell continues as normal. If attacked, affected creatures can take defensive measures, even going so far as to avoid existing threats by moving out of the area of the spell, but cannot make attacks themselves or take any other actions until the effects of the spell wear off. The effects of the spell persist for 1 round/caster level even after you stop concentrating. Once the spell ceases, the affected creatures continue to stay near you until the effects of the spell wear off.

**Diminished Effects:** The spell's range becomes 60 feet, its area becomes a 60-foot-radius emanation, centered on you, and its duration becomes concentration, up to 1 round per caster level.

#### **PLAGUE STORM**

School necromancy [disease, evil]; Level cleric/oracle 6, druid 6, witch 6 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 and instantaneous (see text)

Saving Throw Fortitude negates; Spell Resistance no

You create a hideous gray cloud that occasionally crackles with foul-smelling bolts of sickly green lightning. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Creatures in the area must save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, demon fever, devil chills, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects, but the disease's save DC increases by +2. For more information see **Diseases**.

The *plague storm* 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 terrain, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, nor can it be cast underwater.

- Diminished Effects: The spell's range is reduced to close (25 ft. + 5 ft./level), and it only spreads in a 10-foot radius.
  - Heightened Effects: Use either the disease's save DC +4 or the save DC of the spell to determine the save DC of the disease in the *plague storm*.

#### PLANAR ADAPTATION

**School** transmutation; **Level** alchemist 6, 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]; 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, GREATER

School conjuration (calling) [see text]; Level: summoner 6 Components: V, S

Casting Time 10 minutes

Range close (25 ft. + 5 ft./2 levels); see text Targets up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear. 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. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid 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 call a single outsider of 15 HD or less, or up to three outsiders of the same kind whose Hit Dice total no more than 15, which cannot be more than 30 ft. apart when they appear.
- Heightened Effects: You may call a single outsider of 21 HD or less, or up to three outsiders of the same kind whose Hit Dice total no more than 21, which cannot be more than 30 ft. apart when they appear.

## PLANT SHAPE

School transmutation (polymorph); Level alchemist 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a piece of the creature whose form you plan to assume) Range personal Target you Duration 1 min./level (D)

When you cast this spell you can assume the form of any Small, Medium or Large creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, grab, and poison. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Small plant: If the form you take is that of a Small plant, you gain a +2 size bonus to your Constitution and a +2 natural armor bonus.

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

*Large plant*: If the form you take is that of a Large plant, you gain a +4 size bonus to your Strength, a +2 size bonus to your Constitution, and a +4 natural armor bonus.

- Diminished Effects: The spell only allows you to assume the form of a Small or Medium creature of the plant type. If the creature has immunity or resistance to any elements, you do not gain any resistance to those elements.
- Heightened Effects: The spell allows you to assume the form of a Huge creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: DR, regeneration 5, and trample.

Huge plant: If the form you take is that of a Huge plant, you gain a +8 size bonus to your Strength, a -2 penalty to your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.

Merged! This spell combines the effects of the following spells: plant shape I, plant shape II, and plant shape III.

## POLYMORPH

School transmutation (polymorph); Level alchemist 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a piece of the creature whose form you choose) Range touch Target living creature touched Duration 1 min/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This spell transforms a willing creature into an animal, elemental, humanoid, or plant creature of your choosing; the spell has no effect on unwilling creatures, nor can the creature being targeted by this spell influence the new form assumed (apart from conveying its wishes, if any, to you verbally).

If you use this spell to cause the target to take on the form of an animal, the spell functions as the diminished version of *greater beast shape*. If the form is that of an elemental, the spell functions as *elemental body*. If the form is that of a humanoid, the spell functions as *alter self*. If the form is that of a plant creature, the spell functions as the diminished version of *plant shape*. The subject may choose to resume its normal form as a fullround action; doing so ends the spell for that subject.

**Diminished Effects:** The spell can only transform a willing creature into an animal, elemental, or humanoid. If you use this spell to cause the target to take on the form of an animal, the spell functions as heightened version of *beast shape*. If the form is that of an elemental, the spell functions as the diminished version of *elemental body*. If the form is that of a humanoid, the spell functions as *alter self*.

Heightened Effects: The spell can transform a willing creature an animal, elemental, humanoid, plant creature, or dragon. If you use this spell to cause the target to take on the form of an animal or magical beast, it functions as *greater beast shape*. If the form is that of an elemental, the spell functions as the diminished version of *greater elemental body*. If the form is that of a humanoid, the spell functions as *alter self*. If the form is that of a plant creature, the spell functions as *plant shape*. If the form is that of a dragon, the spell functions as the diminished version of *form of the dragon*. The subject may choose to resume its normal form as a full-round action; doing so ends the spell.

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

#### PROGRAMMED IMAGE

School illusion (figment); Level bard 6, sorcerer/wizard 6 Components V, S, M (fleece and jade dust worth 25 gp) Range long (400 ft. + 40 ft./level) Effect visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S) Duration permanent until triggered, then 1 round/level 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 figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

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

The range limit of a trigger is 15 feet per caster level, so a 13th-level caster can command a *programmed image* to respond to triggers as far as 195 feet away.

- **Diminished Effects:** The figment cannot extend beyond a 20-ft. cube.
- Heightened Effects: The spell's duration becomes permanent. A permanent programmed image that is disbelieved becomes inactive for 10 minutes, then reforms when triggered again.

#### **PROJECT IMAGE**

School illusion (shadow) [shadow]; Level bard 6 Casting Time 1 standard action Components V, S, M (a small replica of you worth 5 gp) Range medium (100 ft. + 10 ft./level) Effect one shadow duplicate Duration 1 round/level (D) Saving Throw Will disbelief (if interacted with); Spell Resistance no

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image. Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door, teleport, plane shift,* or a similar spell that breaks your line of effect, even momentarily, the spell ends.

- Diminished Effects: The spell's range becomes close (25 ft. + 5 ft./2 levels).
- Heightened Effects: Your body becomes invisible for the duration of the spell, as if you had cast greater invisibility upon yourself.

#### **PROTECTION FROM SPELLS**

School abjuration; Level summoner 6 Casting Time 1 standard action Components V, S, M (diamond worth 500 gp), F (One 1,000 gp diamond per target. Each subject must carry the gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.)

Range touch

Targets up to one creature touched per four levels Duration 10 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

- Diminished Effects: The subject only gains a +6 resistance bonus.
- Heightened Effects: The subject gains a +8 luck bonus instead of a resistance bonus.

#### RAISE DEAD

R

School conjuration (healing); Level 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.

#### **REPEL MATTER**

School abjuration [earth]; Domain plant 6 (diminished only) Casting Time 1 standard action Components V, S Range 60 ft. Area 60-ft. line from you Duration 1 round/level (D) Saving Throw none; Spell Resistance no

This spell creates waves of invisible energy that roll forth from you. All wooden or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed wooden or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects and small boulders, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a freeaction. If a spear is planted (set) in a way that prevents this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

- Diminished Effects: The spell's duration becomes 1 minute per caster level, but it only affects objects made of wood.
  - **Heightened Effects:** Objects made of metal, such as armor, swords, and the like are also pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.
- Merged! This spell combines the effects of the following spells: *repel wood* and *repel metal or stone*.

#### REPULSION

School abjuration; Level inquisitor 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, F/DF (a pair of canine statuettes worth 50 gp) Range up to 10 ft./level Area up to 10-ft.-radius/level emanation centered on you Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

- Diminished Effects: The spell's range becomes 5 feet per caster level, and its area becomes a 5foot-radius per caster level emanation centered on you.
- Heightened Effects: Creatures that fail their Will save must attempt to move a minimum of 10 feet further away from you each turn. If they are only able to move 5 feet away from you they become grappled until their next turn. If they unable to move at all away from you they become pinned until their next turn. A grappled or pinned creature can attempt to free them self as a standard action by making a combat maneuver check or Escape Artist check. The CMD for the purposes of escaping this effect is equal to 10 + your caster level + your Intelligence (for Wizards), Wisdom (for clerics and oracles), or Charisma modifier (for sorcerers and summoners).

#### SCRYING, GREATER

School divination (scrying); Level bard 6, druid 7 Casting Time 1 standard action

S

Components V, S Range see text Effect magical sensor Duration 1 hour/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, etc.	-10

\*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. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

- Diminished Effects: The spell's duration becomes 10 minutes per caster level.
- Heightened Effects: The subject takes a –5 penalty on its Will save.

#### SERENITY

School enchantment (compulsion) [emotion, mind-affecting]; Level 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 WALK

School illusion (shadow) [shadow]; Level alchemist 6, 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 × 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 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

#### SHOUT, GREATER

School evocation [sonic]; Level bard 6 Casting Time 1 standard action Components: V, S, F (a metal or ivory horn) Range 60 ft. Area cone-shaped burst Duration instantaneous Saving Throw Fortitude partial or Reflex negates (object); see text

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is be stunned for 1 round and deafened for 4d6 rounds and takes 10d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 20d6). A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects. A *great shout* spell cannot penetrate a *silence* spell.

- Diminished Effects: Any creature within the area is only deafened for 4d6 rounds and takes 10d4 points of sonic damage. Any exposed brittle or crystalline object or crystalline creature takes 1d4 points of sonic damage per caster level (maximum 20d4).
- Heightened Effects: Any creature within the area is be stunned for 1d4 rounds and deafened for 4d6 rounds and takes 10d8 points of sonic damage. Any exposed brittle or crystalline object or crystalline creature takes 1d8 points of sonic damage per caster level (maximum 20d8).

#### SIROCCO

School evocation [air, fire]; Level druid 6, magus 6, sorcerer/wizard 6; Domain storms 6 Casting Time 1 standard action Components V, S, M/DF (handful of fine sand cast into the air) Range medium (100 ft. + 10 ft./level) Area cylinder (20-ft. radius, 60 ft. high) Duration 1 round/level (D) Saving Throw Fortitude partial, see text; Spell Resistance yes

A blast of furnace-hot wind blasts downward, inflicting 4d6 points of fire damage +1 point per caster level to all creatures in the area and knocking them prone. A successful Fortitude save halves the fire damage and negates being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Fly check, in which case they remain at their original altitude. Any creature that takes damage from a sirocco becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure to a sirocco spell). Creatures with the water subtype take a -4 penalty on all saving throws against this spell and take double normal damage.

- **Diminished Effects:** Creatures affected by the spell are not knocked prone.
  - Heightened Effects: In addition to dealing damage and being knocked prone, the targets are dazed for 1d4 rounds. A successful Fortitude save halves the fire damage, negates being knocked prone, and reduces the dazed effect to 1 round.

#### **SLAY LIVING**

School necromancy [death]; Level witch 6 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.

#### SPELLSTAFF

School transmutation; Level druid 6 Casting Time 10 minutes Components V, S, F (the staff that stores the spell) Range touch Target wooden quarterstaff touched Duration permanent until discharged (D) Saving Throw Will negates (object); Spell Resistance yes (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

**Diminished Effects:** You can only store a spell of 4<sup>th</sup> level or lower.

Heightened Effects: You can store up two spells in a single staff. You are still limited to having only one *spellstaff* at any given time. The combined spell levels of the stored spells cannot exceed the highest level spell you can cast.

#### STATUE

School transmutation; Level alchemist 6 Casting Time 1 round Components V, S, M (lime, sand, and a drop of water stirred by an iron spike) Range touch Target creature touched Duration 1 hour/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granitehard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires as long as the spell duration is in effect.

- **Diminished Effects:** The spell's range becomes personal and its target becomes you.
- Heightened Effects: The subject turns to solid iron or steel, gaining hardness 10.

#### **STONE TELL**

School divination; Level druid 6 Casting Time 10 minutes Components V, S, DF Range personal Target you Duration 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

- Diminished Effects: The spell's duration becomes 1 round per caster level.
- Heightened Effects: The spell's casting time becomes 1 minute.

#### **STONE TO FLESH**

School transmutation; Level magus 6, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, M (a drop of blood mixed with earth) Range medium (100 ft. + 10 ft./level) Target one petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long Duration instantaneous

Saving Throw Fortitude negates (object); see text; Spell Resistance yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

- Diminished Effects: The spell's range becomes touch.
- Heightened Effects: A petrified creature restored by the spell does not need to make a Fortitude to survive the process.

#### STONESKIN

School abjuration; 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*.

#### SUGGESTION, MASS

School enchantment (compulsion) [languagedependent, mind-affecting]; Level sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, M (a snake's tongue and a honeycomb) Range medium (100 ft. + 10 ft./level) Targets one creature/level, no two of which can be more than 30 ft. apart Duration 1 hour/level or until completed Saving Throw Will negates; Spell Resistance yes

You influence the actions of the target creatures by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creatures to do some obviously harmful act automatically negates the effect of the spell. The same *suggestion* applies to all the creatures.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subjects finish what they were asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as -1 or -2).

- Diminished Effects: The spell's range becomes close, and its target becomes one creature per two caster levels.
- Heightened Effects: Whether or not the targets succeed in their initial saving throws, they must make a second Will saving throw. If a target fails this second save, the target has no idea that you cast a spell on it and does not remember the suggestion at all.

#### SUMMON MONSTER, GREATER

School conjuration (summoning); Level summoner 6 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.

8 <sup>th</sup> Level	Subtype
Barbed devil	Evil, Lawful
Elemental (elder)	Elemental
Hezrou (demon)	Chaotic, Evil

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

7 <sup>th</sup> Level	Subtype
Bebelith	Chaotic, Evil
Bone devil	Evil, Lawful
Brachiosaurus (dinosaur)*	_
Dire crocodile*	_
Dire shark*	_
Elemental (greater)	Elemental
Giant squid*	_
Mastodon (elephant)*	_
Roc*	_
Tyrannosaurus (dinosaur)*	_
Vrock (demon)	Chaotic, Evil

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

9 <sup>th</sup> Level	Subtype
Astral Deva (angel)	Good
Ghaele azata	Chaotic, Good
Glabrezu (demon)	Chaotic, Evil
Ice devil	Evil, Lawful
Nalfeshnee (demon)	Chaotic, Evil
Trumpet archon	Good, Lawful

Merged! This spell combines the effects of the following spells: summon monster VII, summon monster VIII, and summon monster IX.

#### SWARM SKIN

School transmutation; Level druid 6, witch 6 Casting Time 1 standard action Components V, S, M/DF (a crushed insect hive) Range personal Target you Duration see text

You convert all of your soft tissue into swarms of insects or other creatures and send them off to do your bidding, leaving nothing but your bones and gear behind. These swarms have all their normal qualities and abilities but also bear a tiny portion of your consciousness that allows you to perceive what they do and to control their actions. While in this form, you cannot use any of your own abilities or take any actions other than controlling the swarms.

Each time you cast this spell you get a total allotment of levels equal to your caster level and any swarm you choose to create costs one or more of those levels. You can "spend" your allotment of levels to create any combination of swarms so long as their total does not exceed your caster level.

Number of Levels	Swarm Type(s)
2 caster levels	Spider swarm
4 caster levels	Rat swarm
6 caster levels	Crab swarm, wasp swarm
8 caster levels	Centipede swarm, leech swarm
10 caster levels	Army ant swarm

Once you create these swarms they remain in existence until destroyed or you order them to return to your body. When all swarms have returned to your body or are destroyed, your flesh wraps itself back around your bones and you regain the ability to act normally. If your bones are not where you left them, you must first locate them in order to regain access to your body. You always know if your bones are destroyed and your consciousness remains in control of the swarms until they too are destroyed (and your die). If you can use the swarms to get help and arrange for someone to repair your bones (using anything that would normally restore you to life), at which point you can return the swarms to your body.

- Diminished Effects: Each time you cast this spell you only get a total allotment of levels equal to half your caster level.
- Heightened Effects: Each time you cast this spell you get a total allotment of levels equal to twice your caster level.

#### Sidebar: Symbol Spells

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 FEAR

School necromancy [fear, mind-affecting]; Level cleric/oracle 6, sorcerer/wizard 6, witch 6 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 Will negates

This spell allows you to scribe a potent rune of power upon a surface. When triggered, all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round per caster

level. Once triggered, the symbol remains active for 10 minutes per caster level. A creature that enters the area while the *symbol of fear* 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.

*Note*: Magic traps such as *symbol of fear* 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 31 for *symbol of fear*.

- 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 PERSUASION

School enchantment (charm) [mind-affecting]; Level cleric/oracle 6, sorcerer/wizard 6, witch 6; Domain revolution 6 Casting Time 10 minutes Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp) Range 0 ft.; see text Effect one symbol Duration see text Saving Throw Will negates

This spell allows you to scribe a potent rune of power upon a surface. When triggered, all creatures within 60 feet of a *symbol of persuasion* instead become charmed by the caster (as the *charm monster* spell) for 1 hour per caster level.

*Symbol of persuasion* has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of persuasion 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 31 for symbol of persuasion.

- 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 SEALING

School abjuration [force]; Level cleric/oracle 6, sorcerer/wizard 6, witch 6 Casting Times 10 minutes Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 5,000 gp) Range 0 ft.; see text Effect one symbol Duration permanent Saving Throw none; Spell Resistance no

This spell allows you to scribe a potent rune of power upon or above a door or other opening measuring no more than 20 square feet/level in size. When the casting is completed, the symbol immediately triggers, glowing visibly and sealing the door or opening with an invisible barrier of force equivalent to a *wall of force*. Destroying the symbol ends the effect, though destroying it once the symbol has been activated requires destroying the *wall of force* first. Once triggered, the wall remains for 10 minutes per caster level.

When scribing a *symbol of sealing*, you can specify a password or phrase that allows a creature speaking it to bypass the seal and pass through the opening. You can also attune any number of creatures to the *symbol of sealing*, but doing this extends the casting time as described under Sidebar: *Symbol* Spells. However, the force wall created by the symbol blocks attacks and line of effect even for creatures that know the password or are attuned—the password only prevents them from triggering the symbol, not from ignoring its effects if triggered.

A *disintegrate* spell or similar effect can destroy the wall of force created by the symbol if the caster makes a caster level check against a DC of 11 + your caster level. A *knock* spell has no effect on a *symbol of sealing* or its force wall. A *symbol of sealing* cannot be dispelled, but *mage's disjunction* automatically destroys it.

- 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.

#### SYMPATHETIC VIBRATION

School evocation [sonic]; Level bard 6 Casting Time 10 minutes Components V, S, F (a tuning fork) Range touch Target one freestanding structure Duration up to 1 round/level Saving Throw none; see text; Spell Resistance yes

By attuning yourself to a freestanding structure, you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure, bypassing hardness. You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round per level. If the spell is cast upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs.

*Sympathetic vibration* cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

Diminished Effects: The spell's duration becomes up to 3 rounds.

#### SYMPATHY

School enchantment (compulsion) [emotion, mind-affecting]; Level summoner 6 Casting Time 1 hour Components V, S, M (a drop of honey and crushed pearls worth 1,500 gp) Range close (25 ft. + 5 ft./2 levels) Target one location (up to a 10-ft. cube/level) or one object Duration 2 hours/level (D) Saving Throw Will negates; see text; Spell Resistance yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 × 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

#### Sympathy counters and dispels antipathy.

- Diminished Effects: The spell's casting time is reduced to 10 minutes and its duration is reduced to 20 minutes per caster level.
- Heightened Effects: A creature that makes a successful saving throw has its Constitution and Dexterity scores reduced by 4 points each due to the distracting discomfort.

#### TAR POOL

School transmutation [earth, fire]; Level druid 6, sorcerer/wizard 6 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).

#### **TELEPORTATION CIRCLE**

School conjuration (teleportation); Level summoner 6 Casting Time 10 minutes Components V, M (amber dust to cover circle worth 1,000 gp) Range 0 ft. Effect 5-ft.-radius circle that teleports those who activate it Duration 10 min./level (D) Saving Throw none; Spell Resistance yes

You create a circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

*Teleportation circle* can be made permanent with a *permanency* spell. A permanent *teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Magic traps such as *teleportation circle* are hard to detect and disable. A character with the trapfinding class feature can use Disable Device to disarm magic traps. The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.

Diminished Effects: The spell's duration becomes 1 minute per caster level. In addition, the circle is visible and easy to notice.

#### TRANSFORMATION

**School** transmutation; **Level** alchemist 6, magus 6, sorcerer/wizard 6, witch 6; **Bloodline** abyssal 6, boreal 6

Casting Time 1 standard action Components V, S, M (a *potion of bull's strength*, which you drink and whose effects are subsumed by the spell effects) Range personal Target you

Duration 1 round/level

You become a fighting machine—stronger, tougher, faster, and more skilled in combat. Your mindset changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

- Diminished Effects: You only gain a +2 enhancement bonus to Strength, Dexterity, and Constitution, a +2 natural armor bonus to AC, a +3 competence bonus on Fortitude saves.
- Heightened Effects: You may cast some spells while transformed. The spells you can cast must be of a spell level no higher than one-fifth your caster level (rounded down, maximum 4<sup>th</sup> level) that are also found on the bloodrager spell list.

#### **TRANSPORT VIA PLANTS**

School conjuration (teleportation); Level druid 6 Casting Time 1 standard action Components V, S Range unlimited Target you and touched objects or other touched willing creatures Duration 1 round Saving Throw none; Spell Resistance no

You can enter any normal plant (equal to your size or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The plants must be alive. The destination plant need not be familiar to you. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

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. Use the following equivalents to determine the maximum number of larger creatures you can bring along: a Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported by the spell must be in physical contact with one another, and at least one of those creatures must be in contact with you.

You can't use this spell to travel through plant creatures.

The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from it.

- Diminished Effects: The destination must be within 100 miles per caster level of your point of origin.
- Heightened Effects: You may bring one additional willing Medium or smaller creature per two caster levels.

#### TRUE SEEING

School divination; Level alchemist 6, magus 6, sorcerer/wizard 6, witch 6; 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.

#### **TWIN FORM**

School transmutation; Level alchemist 6 Casting Time 1 standard action Components V, S, M (a blend of soil and the caster's blood) Range personal Target you Duration 1 round/level or until discharged (D)

This extract splits a perfect double of yourself from your body, dressed and equipped exactly as you are. You are able to shift your consciousness from one body to the other once each round as a free action. This shift takes place either immediately before your turn or immediately after it, but not during the round. You may act normally in the body you inhabit. Your other self is treated as though dazed, except it may take a single move action each round during your turn. Your twin cannot speak while you are in your other body, and cannot flank, make attacks of opportunity, or otherwise threaten enemies.

Both you and your twin have the same statistics and start with the number of hit points you had when you ingested the extract. Once you have split, these hit points are tracked separately. Any spells, extracts, or magical effects (such as from potions) that were active when you ingested the extract are active for both you and your twin. If any such effects expire, are dispelled, dismissed, or otherwise used or ended, they end for both of you. Extracts or spells cast after you split affect you and your twin as though you were two separate targets. Your equipment is linked between your two selves, and if an item on one is consumed or destroyed, its duplicate is used up or destroyed as well.

The body you do not inhabit crumbles into dust when the extract's duration expires or is dismissed. If the body you inhabit is destroyed, you immediately shift to your surviving self and the extract immediately ends. The body you left behind crumbles into dust, and you are stunned until the start of your next turn. If the body you do not inhabit is destroyed, the extract also ends immediately, but you suffer no ill effects.

You have no special ability to sense what your second body is experiencing, though you immediately know if it has been destroyed. You may switch between bodies at any distance on the same plane. If your bodies cross into separate planes (including through the use of *teleport* or *blink*), the body you inhabit survives, while your other body is destroyed.

Diminished Effects: For the duration of the extract, both bodies suffer 1 temporary negative level. This negative level is removed when the extract ends and the body you do not inhabit crumbles into dust.

# U

#### UNDEAD ANATOMY, GREATER

School transmutation (polymorph); Level alchemist 6 (diminished only), magus 6 (diminished only) Casting Time 1 standard action Components V, S, M (a piece of the creature whose form you plan to assume) Range personal Target you Duration 1 minute/level (D)

This spell functions as *undead anatomy*, except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, lifesense 60 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, DR 10/magic and silver, DR 15/bludgeoning and magic, fast healing 5, fiery death, fire aura, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity or resistance to any energy types, you gain resistance 30 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. In this form, you gain a +8 bonus on saves against mindaffecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

*Tiny undead*: If the form you take is that of a Tiny undead, you gain a -2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.

Diminished Effects: The spell functions as undead anatomy, except it also allows you to assume the form of a Diminutive or Huge corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, disease, DR 5/—, fear aura, grab, jet, natural cunning, overwhelming, poison, pounce, rake, trample, trip, unnatural aura, and web.

If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. In this form, you gain a +8 bonus on saves against mindaffecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

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

Huge undead: If the form you take is that of a Huge undead, you gain a +6 size bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus.

- Heightened Effects: The spell's duration becomes 1 round per caster level, and the spell allows you to assume the form of an incorporeal undead. Your bite and claw (or slam) attacks are incorporeal touch attacks.
- Merged! This spell combines the effects of the following spells: undead anatomy III and undead anatomy IV.

#### **UNDEATH TO DEATH**

School necromancy; Level cleric/oracle 6, inquisitor 6, sorcerer/wizard 6; Domain glory 6, repose 6 Casting Time 1 standard action Components: V, S, M/DF (diamond powder worth 500 gp) Range medium (100 ft. + 10 ft./level) Area several undead creatures within a 40-ft.radius burst Duration instantaneous Saving Throw Will negates

Undeath to death destroys undead creatures instantly. The spell destroys 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

- Diminished Effects: The spell's area becomes a 20foot-radius burst, and it only destroys 1d6 HD worth of undead creatures per two caster levels (maximum 10d6). No creature of 7 or more HD can be affected.
- Heightened Effects: The spell also creates a hallow effect in the affected area for a duration of 1 hour per caster level. No creature of 11 or more HD can be affected.

#### **UNWILLING SHIELD**

**School** necromancy; **Level** 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.

#### VENGEFUL OUTRAGE

School enchantment (compulsion) [emotion, language-dependent, mind-affecting]; Level 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.

# W

#### WALK THROUGH SPACE

School conjuration (teleportation); Level alchemist 6, magus 6, summoner 6 Casting Time 1 standard action Components V, S, M (a wren's egg) Range personal Target you Duration 1 round/level

When under the effects of this spell, you can teleport up to 30 feet as a move action. You must end this movement in an unoccupied space that you can stand on within line of sight. Alternatively, you can spend a move action to teleport to a standing position from lying prone. Teleporting does not provoke attacks of opportunity.

- Diminished Effects: You can only teleport up to 15 feet as a move action.
- Heightened Effects: The spell's range becomes touch and its target becomes one creature.

#### WALL OF IRON

School conjuration (creation); Level magus 6, sorcerer/wizard 6; Domain metal 6 Casting Time 1 standard action Components V, S, M (a small iron sheet plus gold dust worth 50 gp) Range medium (100 ft. + 10 ft./level) Effect iron wall whose area is up to one 5-ft. square/level; see text Duration instantaneous Saving Throw see text; Spell Resistance no

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space. A *wall of iron* is 1-inch-thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. 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 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.

- Diminished Effects: The wall can measure no more than 2 inches thick. It must be attached to a surface (thus it cannot be tipped over).
- Heightened Effects: The wall measures 1-inchthick per two caster levels.

#### WALL OF STONE

School conjuration (creation) [earth]; Level druid 6; 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).

## WAVES OF ECSTASY

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 6 Casting Time 1 standard action Components V, S Range 30 ft. Area cone-shaped burst Duration 1 round/level; see text Saving Throw Will partial (see text); Spell Resistance yes

You emanate waves of intense pleasure that cause all targets within range to falter. Affected creatures are stunned for 1 round and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

- Diminished Effects: Affected creatures are staggered for the duration of the spell. A creature that makes its save negates the effect.
  - Heightened Effects: Affected creatures are stunned for 1d4 rounds and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

#### WIND WALK

School transmutation [air]; Level alchemist 6, cleric/oracle 6; Domain wind 6 Casting Time 1 standard action Components V, S, DF Range touch Targets you and one touched creature per three levels Duration 1 hour/level (D); see text Saving Throw no and Will negates (harmless); Spell Resistance no and yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can

take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

- Diminished Effects: The spell's target becomes you and only one other touched creature.
- Heightened Effects: The spell's target becomes you and one touched creature per two caster levels.

#### WORD OF CHAOS

School evocation [chaotic, sonic]; Level inquisitor 6 Casting Time 1 standard action Components V Range 40 ft. Area nonchaotic creatures in a 40-ft.-radius spread centered on you Duration instantaneous Saving Throw none or Will negates; see text; Spell Resistance yes Any nonchaotic creature within the area of a *word* of chaos spell suffers the following ill effects, depending on their HD.

HD	Effect
Equal to caster level	Deafened
Up to caster level −1	Stunned, deafened
Up to caster level –5	Confused, stunned, deafened
Up to caster level –10	Killed, confused, stunned, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

*Deafened*: The creature is deafened for 1d4 rounds. Save negates.

*Stunned*: The creature is stunned for 1 round. Save negates.

*Confused*: The creature is confused for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the confused effect to 1 round.

*Killed*: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of chaos* or not. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *word of chaos.* 

- Diminished Effects: The spell's area becomes a 20foot-radius spread and it only affects lawful creatures with HD less than your caster level.
- Heightened Effects: Any nonchaotic creature within the area of the spell suffers the following ill effects.

HD	Effect
Equal to caster level	Blinded
Up to caster level -1	Paralyzed, blinded
Up to caster level -5	Confused, paralyzed, blinded
Up to caster level -10	Killed, confused, paralyzed, blinded

*Blinded*: The creature is blinded for 1d4 rounds. Save negates.

*Paralyzed*: The creature is paralyzed and helpless for 1 round. Save negates.

#### WORD OF RECALL

School conjuration (teleportation); Level cleric/oracle 6, druid 8 Casting Time 1 standard action Components V Range unlimited Target you and touched objects or other willing creatures Duration instantaneous Saving Throw none or Will negates (harmless, object); Spell Resistance no or yes (harmless, object)

*Word of recall* teleports you instantly back to your sanctuary when the word is uttered. You must

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designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

- **Diminished Effects:** You may only transport, in addition to yourself, one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load).
- Heightened Effects: The spell can teleport a single unwilling creature. To affect a creature in this manner, you must succeed at a melee touch attack and defeat its spell resistance (if any). An unwilling creature's successful Will save negates the spell.

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