

THE PATHFINDER ROLEPLAYING GAME™

BETA PLAYTEST EDITION WEB ENHANCEMENT™

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INTRODUCTION




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As it turns out, 408 pages is not quite enough to contain all of the rules for the *Pathfinder Roleplaying Game*. As the book was coming together, it became quite apparent that we were going to be over by about 60 pages. Although I tried to get the accounting-goblins to ease up and give me a few more pages, they were not about to give me 60. So, to avoid goblin bites and ease the page count, we removed some of the longer or less-used spells and magic items and put them in this web enhancement. Inside, you will find about 100 spells and 80 magic items. While most of these were cut because they were very long (allowing us to cut fewer items), others got pulled from the Beta because they were infrequently used.

The spells and magic items found in this book will be included in the finished version of the *Pathfinder Roleplaying Game* due out in August 2009. While you are playtesting the game, make sure to take a look at the spells and magic items in this document as they deserve the same attention as those in the *Beta Playtest Edition*.

Once again, thank you for playing the *Pathfinder Roleplaying Game*. The development team looks forward to seeing your ideas and feedback.



Jason Bulmahn
Lead Designer
Paizo Publishing



SPELLS

The following spells supplement those found in the *Pathfinder Roleplaying Game, Beta Playtest Addition*. See Chapter 11 of that book for rules on using these spells in your game.

ANIMATE OBJECTS

School transmutation; **Level** bard 6, cleric 6

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

DESCRIPTION

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 an equivalent number of larger objects per caster level. 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.

ANIMATE ROPE

School transmutation; **Level** bard 1, sorcerer/wizard 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one ropelike object, length up to 50 ft. + 5 ft./level; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth).

You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.

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

ANTIMAGIC FIELD

School abjuration; **Level** cleric 8, sorcerer/wizard 6

CASTING

Casting Time 1 standard action

Components V, S, M/DF (pinch of powdered iron or iron filings)

EFFECT

Range 10 ft.

Area 10-ft.-radius emanation, centered on you

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** see text

DESCRIPTION

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 and incorporeal undead 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 self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal 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* (see the individual spell descriptions). 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.

ANTIPATHY

School enchantment (compulsion) [mind-affecting]; Level druid 9, sorcerer/wizard 8

CASTING

Casting Time 1 hour

Components V, S, M/DF (a lump of alum soaked in vinegar)

EFFECT

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

DESCRIPTION

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.

ASTRAL PROJECTION

School necromancy; Level cleric 9, sorcerer/wizard 9

CASTING

Casting Time 30 minutes

Components V, S, M (1,000 gp jacinth)

EFFECT

Range touch

Targets you plus one additional willing creature touched per two caster levels

Duration see text

Saving Throw none; Spell Resistance yes

DESCRIPTION

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

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent negative levels if your second body or astral form is slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

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

ATONEMENT

School abjuration; Level cleric 5, druid 5

CASTING

Casting Time 1 hour

Components V, S, M (burning incense), F (a set of prayer beads (or other prayer device) worth at least 500 gp), DF



EFFECT

Range touch

Target living creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

Atonement may be cast for one of several purposes, depending on the version selected.

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

Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

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

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

Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment.

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

BINDING

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 minute

Components V, S, M (opals worth 500 gp per HD of the target creature, see below)

EFFECT

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

DESCRIPTION

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 one-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 one-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 are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, since the durations overlap. 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 succeeds on this save, all the *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 more difficult to cast than *chaining*, making it slightly easier to resist. Reduce the spell's save DC by 1. Casting this version requires a jar of sand or rose petals.

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.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The 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 even 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 due to *dismissal*, *banishment*, or a similar effect.

BLASPHEMY

School evocation [evil, sonic]; **Level** cleric 7

CASTING

Casting Time 1 standard action

Components V

EFFECT

Range 40 ft.

Area nonevil creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

DESCRIPTION

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*.

BLIGHT

School necromancy; **Level** druid 4, sorcerer/wizard 5

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Duration instantaneous

Saving Throw Fortitude half; see text; **Spell Resistance** yes

DESCRIPTION

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

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

CHANGESTAFF

School transmutation; **Level** druid 7

CASTING

Casting Time 1 round

Components V, S, F (a quarterstaff that has been carved and polished for 28 days)

EFFECT

Range touch

Target your touched staff

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You change a specially prepared quarterstaff into a Huge



treantlike creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

CLENCHED FIST

School evocation [Force]; **Level** sorcerer/wizard 8

CASTING

Components V, S, F/DF (a leather glove)

DESCRIPTION

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your Intelligence or Charisma modifier (for a wizard or sorcerer, respectively) +11 for the hand's Strength score (33), –1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. Directing the spell to a new target is a move action.

The *clenched fist* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does. Its combat maneuver bonus for bull rush checks uses your caster level in place of its base attack bonus, with a +11 bonus for its Strength score and a +1 bonus for being Large.

Clerics who cast this spell name it for their deities.

CLONE

School necromancy; **Level** sorcerer/wizard 8

CASTING

Casting Time 10 minutes

Components V, S, M (laboratory supplies worth 1,000 gp), F (special laboratory equipment costing 500 gp)

EFFECT

Range 0 ft.

Effect one clone

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should it still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including gaining two permanent negative levels, 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 Con to 0 or less, it can't be raised). If the original creature gained permanent negative levels since the flesh sample was taken, the clone gains these negative levels as well.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

COMMAND PLANTS

School transmutation; **Level** druid 4, ranger 3

CASTING

Casting Time 1 standard action

Components V

EFFECT

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

Targets up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. Retries are not allowed. A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that



something very dangerous is worth doing.
You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

CONSECRATE

School evocation [good]; Level cleric 2

CASTING

Casting Time 1 standard action

Components V, S, M (a vial of holy water and 25 gp worth of silver dust), DF

EFFECT

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

Area 20-ft.-radius emanation

Duration 2 hours/level

Saving Throw none; Spell Resistance no

DESCRIPTION

This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, giving it a –1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area.

If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy DCs, –2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron.

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

Consecrate counters and dispels desecrate.

CONTROL PLANTS

School transmutation; Level druid 8

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

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

Targets up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration 1 min./level

Saving Throw will negates; Spell Resistance no

DESCRIPTION

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is

impossible, the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

CONTROL WATER

School transmutation [Water]; Level cleric 4, druid 4, sorcerer/wizard 6

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a drop of water for raise water or a pinch of dust for lower water)

EFFECT

Range long (400 ft. + 40 ft./level)

Area water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration 10 min./level (D)

Saving Throw none; see text; Spell Resistance no

DESCRIPTION

Depending on the version you choose, the control water spell raises or lowers water.

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 x 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, you may reduce one horizontal dimension by half and double the other horizontal dimension.

CONTROL WINDS

School transmutation [air]; Level druid 5

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 40 ft./level

Area 40 ft./level radius cylinder 40 ft. high

Duration 10 min./level

Saving Throw Fortitude negates; Spell Resistance no

DESCRIPTION

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.
- A 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.

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.

CREATE GREATER UNDEAD

School necromancy [evil]; **Level** cleric 8, sorcerer/wizard 8

DESCRIPTION

This spell functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create is 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

CREATE UNDEAD

School necromancy [evil]; **Level** cleric 6, sorcerer/wizard 6

CASTING

Casting Time 1 hour

Components V, S, M (a clay pot filled with grave dirt and a onyx gem worth at least 50 gp per HD of the undead to be created)





EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one corpse
Duration instantaneous
Saving Throw none; Spell Resistance no

DESCRIPTION

A much more potent spell than animate dead, this evil spell allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create are based on your caster level, as shown on the table below.

Table with 2 columns: Caster Level, Undead Created. Rows include 11th or lower (Ghoul), 12th-14th (Ghost), 15th-17th (Mummy), 18th or higher (Mohrg).

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.

CRUSHING HAND

School evocation [force]; Level sorcerer/wizard 9

DESCRIPTION

This spell functions as interposing hand, except that it can also grapple one opponent as grasping hand. The crushing hand has a +13 bonus on attack rolls and a +15 bonus on combat maneuver checks due to its Strength (35) and size (Large). A crushing hand deals 2d6+12 points of damage on each successful grapple check against an opponent. The crushing hand can instead be directed to bull rush a target, using the same bonuses outlined above, or it can be directed to interpose itself, as interposing hand does.

DESECRATE

School evocation [evil]; Level cleric 2

CASTING

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

EFFECT

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

DESCRIPTION

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3

profane bonus. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

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

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

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

Desecrate counters and dispels consecrate.

DETECT ANIMALS OR PLANTS

School divination; Level druid 1, ranger 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range long (400 ft. + 40 ft./level)
Area cone-shaped emanation
Duration Concentration, up to 10 min./level (D)
Saving Throw none; Spell Resistance no

DESCRIPTION

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

- Normal: Has at least 90% of full normal hit points, free of disease.
Fair: 30% to 90% of full normal hit points remaining.
Poor: Less than 30% of full normal hit points remaining,



afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

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

DICTUM

School evocation [lawful, sonic]; **Level** cleric 7

CASTING

Casting Time 1 standard action

Components V

EFFECT

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

DESCRIPTION

Any nonlawful creature within the area of a *dictum* spell suffers the following ill effects.

HD

Equal to caster level

Up to caster level –1

Up to caster level –5

Up to caster level –10

Effect

Deafened

Staggered, deafened

Paralyzed, staggered, deafened

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*.

DIMINISH PLANTS

School transmutation; **Level** druid 3, ranger 3

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range see text

Target or Area see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell has two versions.

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

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

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

This spell has no effect on plant creatures.

DREAM

School illusion (phantasm) [mind-affecting]; **Level** bard 5, sorcerer/wizard 5

CASTING

Casting Time 1 minute

Components V, S

EFFECT

Range unlimited

Target one living creature touched

Duration see text

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The



recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

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

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this spell.

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

EARTHQUAKE

School evocation [earth]; Level cleric 8, druid 8

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range long (400 ft. + 40 ft./level)

Area 80-ft.-radius spread (S)

Duration 1 round

Saving Throw see text; Spell Resistance no

DESCRIPTION

When you cast earthquake, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Spellcraft check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth,

and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

ETHEREAL JAUNT

School transmutation; Level cleric 7, sorcerer/wizard 7

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 1 round/level (D)

DESCRIPTION

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called 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.

ETHEREALNESS

School transmutation; **Level** cleric 9, sorcerer/wizard 9

EFFECT

Range touch; see text

Targets you and one other touched creature per three levels

Duration 1 min./level (D)

Spell Resistance yes

DESCRIPTION

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

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

FABRICATE

School transmutation; **Level** sorcerer/wizard 5

CASTING

Casting Time see text

Components V, S, M (the original material, which costs the same amount as the raw materials required to craft the item to be created)

EFFECT

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

Target up to 10 cu. ft./level; see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

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

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

FIRE SEEDS

School conjuration (creation) [fire]; **Level** druid 6

CASTING

Casting Time 1 standard action

Components V, S, M (the acorns or holly berries)

EFFECT



Range touch

Targets up to four touched acorns or up to eight touched holly berries

Duration 10 min./level or until used

Saving Throw none or Reflex half; see text; **Spell Resistance** no

DESCRIPTION

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 splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the acorns as you wish.

Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

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.

FORBIDDANCE

School abjuration; **Level** cleric 6

CASTING

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

EFFECT

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

Area 60-ft. cube/level (S)

Duration permanent

Saving Throw see text; **Spell Resistance** yes

DESCRIPTION

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 spell is 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.

FORCEFUL HAND

School evocation [force]; **Level** sorcerer/wizard 6

DESCRIPTION

This spell functions as *interposing hand*, except that it can also pursue and bull rush one opponent you select. The *forceful hand* gets one bull rush attack per round. This attack does not provoke an attack of opportunity. Its attack bonus equals your caster level + your Intelligence modifier (Charisma modifier for sorcerers) +8 for its Strength score (27) –1 for being Large. Its combat maneuver bonus for grapple checks uses your caster level in place of its base attack bonus, with a +8 bonus for its Strength score, and a +1 bonus for being Large. The hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. Directing the spell to a new target is a move action. *Forceful hand* prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the *forceful hand* and the target closer to you. The *forceful hand* can instead be directed to interpose itself, as *interposing hand* does.

FREEZING SPHERE

School evocation [cold]; **Level** sorcerer/wizard 6

CASTING

Casting Time 1 standard action

Components V, S, F (a small crystal sphere)

EFFECT

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

DESCRIPTION

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius 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 over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of 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.

GATE

School conjuration (creation or calling); **Level** cleric 9, sorcerer/wizard 9

CASTING

Casting Time 1 standard action

Components V, S, M (see text)

EFFECT

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

Effect see text

Duration instantaneous or concentration (up to 1 round/level); see text

Saving Throw none; **Spell Resistance** no

DESCRIPTION

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice) oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has an material cost of 5,000 gp in rare incense and offerings.

If you choose to call a kind of creature instead of a known individual, you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. Some creatures may want their payment in "livestock" rather than in coin, which could involve complications. Immediately upon completion of the service, the being is transported to your



vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

GIANT VERMIN

School transmutation; Level cleric 4, druid 4

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

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

Targets up to three vermin, no two of which can be more than 30 ft. apart

Duration 1 min./level

Saving Throw none; Spell Resistance yes

DESCRIPTION

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below.

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

Caster Level	Vermin Size
9th or lower	Medium
10th–13th	Large
14th–17th	Huge
18th–19th	Gargantuan
20th or higher	Colossal

GLYPH OF WARDING

School abjuration; Level cleric 3

CASTING

Casting Time 10 minutes

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

EFFECT

Range touch

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

Duration permanent until discharged (D)

Saving Throw see text; Spell Resistance no (object) and yes; see text

DESCRIPTION

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

You set 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, Hit Dice, 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 drawers, each can be separately warded.

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

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

Note: Magic traps such as *glyph of warding* are hard to detect and disable. A rogue (only) can use the Perception skill to find the *glyph* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *glyph of warding*.

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

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

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



spell resistance operate as normal, except that the DC is based on the level of the spell stored in the *glyph*.

GLYPH OF WARDING, GREATER

School abjuration; **Level** cleric 6

DESCRIPTION

This spell functions like *glyph of warding*, except that a *greater blast glyph* deals up to 10d8 points of damage, and a *greater spell glyph* can store a spell of 6th level or lower.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

GRASPING HAND

School evocation [force]; **Level** sorcerer/wizard 7

DESCRIPTION

This spell functions as *interposing hand*, except that it can also grapple one opponent you select. The *grasping hand* gets one grapple attack per round. This attack does not provoke an attack of opportunity. Its attack bonus to hit the target equals your caster level + your Intelligence modifier (Charisma modifier for Sorcerers) +10 for its Strength score (31) –1 for being Large. Its combat maneuver bonus for grapple checks uses your caster level in place of its base attack bonus, with a +10 bonus for its Strength score, and a +1 bonus for being Large. The hand holds but does not harm creatures that it grapples. Directing the spell to a new target is a move action. The *grasping hand* can instead be directed to bull rush a target, using the same bonuses outlined above, or it can be directed to interpose itself, as *interposing hand* does.

GUARDS AND WARDS

School abjuration; **Level** sorcerer/wizard 6

CASTING

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)

EFFECT

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

DESCRIPTION

This powerful spell is primarily used to defend your stronghold. 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 an enchantment, mind-affecting effect. Saving Throw: None. Spell Resistance: Yes.

Lost Doors: One door per caster level is covered by a *silent 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 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 text for *stinking 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.

GUST OF WIND

School evocation [air]; **Level** druid 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 60 ft.

Effect line-shaped gust of severe wind emanating out from you to the extreme of the range



Duration 1 round

Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a –4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6x10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet.

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

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Large or larger creatures may move normally within a *gust of wind* effect.

A *gust of wind* can't move a creature beyond the limit of its range.

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

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

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

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

HALLOW

School evocation [good]; **Level** cleric 5, druid 5

CASTING

Casting Time 24 hours

Components V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the *hallowed* area), DF

EFFECT

Range touch

Area 40-ft. radius emanating from the touched point

Duration instantaneous

Saving Throw see text; **Spell Resistance** see text

DESCRIPTION

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

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

Second, the DC to resist positive channeled energy within

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

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

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

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

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

HALT UNDEAD

School necromancy; **Level** sorcerer/wizard 3

CASTING

Casting Time 1 standard action

Components V, S, M (a pinch of sulfur and powdered garlic)

EFFECT

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

Targets up to three undead creatures, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates (see text); **Spell Resistance** yes

DESCRIPTION

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

HELPING HAND

School evocation; **Level** cleric 3

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range 5 miles



Effect ghostly hand

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

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

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

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

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

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

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

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

HOLY WORD

School evocation [good, sonic]; **Level** cleric 7

CASTING

Casting Time 1 standard action

Components V

EFFECT

Range 40 ft.

Area nongood creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

Saving Throw none or Will negates; see text; **Spell**

Resistance yes

DESCRIPTION

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

HD

Equal to caster level

Up to caster level –1

Up to caster level –5

Up to caster level –10

Effect

Deafened

Blinded, deafened

Paralyzed, blinded, deafened

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 Hit Dice exceed your caster level are unaffected by *holy word*.

ILLUSORY SCRIPT

School illusion (phantasm) [mind-affecting]; **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 1 minute or longer; see text

Components V, S, M (lead-based ink worth 50 gp)

EFFECT



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

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

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

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

INSTANT SUMMONS
School conjuration (summoning); **Level** sorcerer/wizard 7
CASTING

Casting Time 1 standard action
Components V, S, M (sapphire worth 1,000 gp)
EFFECT
Range see text
Target one object weighing 10 lb. or less whose longest dimension is 6 ft. or less
Duration permanent until discharged
Saving Throw none; **Spell Resistance** no

DESCRIPTION
You call some nonliving item from virtually any location directly to your hand.
First, you must place your *arcane mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

INTERPOSING HAND
School evocation [force]; **Level** sorcerer/wizard 5
CASTING



Casting Time 1 standard action
Components V, S, F (a soft glove)

EFFECT

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

Effect 10-ft. hand

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

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

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

Disintegrate or a successful *dispel magic* destroys it.

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

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

IRON BODY

School transmutation; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a piece of iron from an iron golem, a hero's armor, or a war machine)

EFFECT

Range personal

Target you

Duration 1 min./level (D)

DESCRIPTION

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds.

However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a –8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

LIVEOAK

School transmutation; **Level** druid 6

CASTING

Casting Time 10 minutes

Components V, S

EFFECT

Range touch

Target tree touched

Duration 1 day/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

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.

MAGE'S FAITHFUL HOUND

School conjuration (creation); **Level** sorcerer/wizard 5

CASTING

Casting Time 1 standard action

Components V, S, M (a tiny silver whistle, a piece of bone, and a thread)

EFFECT

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

Effect phantom watchdog

Duration 1 hour/caster level or until discharged, then 1 round/caster level; see text



Saving Throw none; **Spell Resistance** no

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

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

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

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

MAGE'S LUCUBRATION

School transmutation; **Level** Wiz 6

CASTING
Casting Time 1 standard action
Components V, S
EFFECT
Range personal
Target you
Duration instantaneous

DESCRIPTION
You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as through prepared in the normal fashion.

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

MAGE'S MAGNIFICENT MANSION

School conjuration (creation); **Level** sorcerer/wizard 7

CASTING
Casting Time 1 standard action
Components V, S, F (a miniature ivory door, a piece of polished marble, and a silver spoon, each worth 5 gp)
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Effect extradimensional mansion, up to three 10-ft. cubes/level (S)
Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION
You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

MAGE'S PRIVATE SANCTUM

School abjuration; **Level** sorcerer/wizard 5

CASTING
Casting Time 10 minutes
Components V, S, M (a sheet of lead, a piece of glass, a wad of cotton, and powdered chrysolite)
EFFECT
Range close (25 ft. + 5 ft./2 levels)
Area 30-ft. cube/level (S)
Duration 24 hours (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION
This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a *sending* or *message* spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Mage's private sanctum can be made permanent with a *permanency* spell.

MAGE'S SWORD

School evocation [force]; **Level** sorcerer/wizard 7

**CASTING****Casting Time** 1 standard action**Components** V, S, F (a miniature platinum sword worth 250 gp)**EFFECT****Range** close (25 ft. + 5 ft./2 levels)**Effect** one sword**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** yes**DESCRIPTION**

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of x2.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, goes out of your sight, or you are not directing it, it returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *Mage's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

MAGIC AURA**School** illusion (glamer); **Level** bard 1, sorcerer/wizard 1**CASTING****Casting Time** 1 standard action**Components** V, S, F (a small square of silk that must be passed over the object that receives the aura)**EFFECT****Range** touch**Target** one touched object weighing up to 5 lb./level**Duration** one day/level (D)**Saving Throw** none; see text; **Spell Resistance** no**DESCRIPTION**

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

MAGIC JAR**School** necromancy; **Level** sorcerer/wizard 5**CASTING****Casting Time** 1 standard action**Components** V, S, F (a gem or crystal worth at least 100 gp)**EFFECT****Range** medium (100 ft. + 10 ft./level)**Target** one creature**Duration** 1 hour/level or until you return to your body**Saving Throw** Will negates; see text; **Spell Resistance** yes**DESCRIPTION**

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

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

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



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

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

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

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

MAGIC MOUTH

School illusion (glamer); Level bard 1, sorcerer/wizard 2

Table with 1 column: Casting, Casting Time, Components, Effect, Range, Target, Duration, Saving Throw, Spell Resistance, Description

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

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

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

Magic mouth can be made permanent with a permanency spell.

MAJOR CREATION

School conjuration (creation); Level sorcerer/wizard 5

Table with 1 column: Casting, Casting Time, Effect, Range, Duration, Description

Table with 2 columns: Hardness and Rarity Examples, Duration

MIND FOG

School enchantment (compulsion) [mind-affecting]; Level bard 5, sorcerer/wizard 5

Table with 1 column: Casting, Casting Time, Components, Effect, Range, Effect fog spreads in, Duration



Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

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

The fog is thin and does not significantly hamper vision.

MINOR CREATION

School conjuration (creation); **Level** sorcerer/wizard 4

CASTING

Casting Time 1 minute

Components V, S, M (a tiny piece of matter of the same sort of item you plan to create with *minor creation*)

EFFECT

Range 0 ft.

Effect unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item.

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

MNEMONIC ENHANCER

School transmutation; **Level** Wiz 4

CASTING

Casting Time 10 minutes

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

EFFECT

Range personal

Target you

Duration instantaneous

DESCRIPTION

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

Prepare: You prepare up to three additional levels of spells. A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally.

Retain: You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the *mnemonic enhancer*. This restores the previously cast spell to your mind.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

NIGHTMARE

School illusion (phantasm) [Mind-Affecting, Evil]; **Level** bard 5, sorcerer/wizard 5

CASTING

Casting Time 10 minutes

Components V, S

EFFECT

Range unlimited

Target one living creature

Duration instantaneous

Saving Throw Will negates; see text; **Spell Resistance** yes

DESCRIPTION

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 how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge

Will Save Modifier

None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5

¹ You must have some sort of connection to a creature you have no knowledge of.

Connection

Will Save Modifier

Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, bit of nail, etc.	–10

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 Spellcraft 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 any saving throw, for example.) Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

PERMANENCY

School universal; Level sorcerer/wizard 5

CASTING

Casting Time 2 rounds

Components V, S, M (see tables below)

EFFECT

Range see text

Target, Effect, or Area see text

Duration permanent; see text

Saving Throw none; Spell Resistance no

DESCRIPTION

This spell makes certain other spells permanent.

Depending on the spell, you must be of a minimum caster level and must expend a specific gp value of diamond dust as a material component.

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

Table with 3 columns: Spell, Minimum Caster Level, GP Cost. Rows include Arcane sight, Comprehend languages, Darkvision, Detect magic, Read magic, See invisibility, Tongues.

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

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

Table with 3 columns: Spell, Minimum Caster Level, GP Cost. Rows include Enlarge person, Magic fang, Magic fang, greater, Reduce person, Resistance, Telepathic bond.

1 Only bonds two creatures per casting of permanency.

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

Table with 3 columns: Spell, Minimum Caster Level, GP Cost. Rows include Alarm, Animate objects, Dancing lights, Ghost sound, Gust of wind, Invisibility, Mage's private sanctum, Magic mouth, Phase door, Prismatic sphere, Prismatic wall, Shrink item, Solid fog, Stinking cloud, Symbol of death, Symbol of fear, Symbol of insanity, Symbol of pain, Symbol of persuasion, Symbol of sleep, Symbol of stunning, Symbol of weakness, Teleportation circle, Wall of fire, Wall of force, Web.

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to dispel magic as normal.

PHANTOM STEED

School conjuration (creation); Level bard 3, sorcerer/wizard 3

CASTING

Casting Time 10 minutes

Components V, S

EFFECT

Range 0 ft.

Effect one quasi-real, horselike creature

Duration 1 hour/level (D)

Saving Throw none; Spell Resistance no

DESCRIPTION

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

The mount has an AC of 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed



has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

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

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

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

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

14th Level: The mount can fly at its speed with a bonus on Fly skill checks equal to your caster level.

PHANTOM TRAP

School illusion (glamer); **Level** sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S, M (special dust worth 50 gp)

EFFECT

Range touch

Target object touched

Duration permanent (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

PLANAR ALLY

School conjuration (calling) [see text for *lesser planar ally*];

Level cleric 6

CASTING

Components V, S, DF, M (offerings worth 1,250 gp plus payment)

EFFECT

Effect one or two called elementals or outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear

DESCRIPTION

This spell functions like *lesser planar ally*, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12. The creatures agree to help you and request your return payment together.

PLANAR ALLY, GREATER

School conjuration (calling) [see text for *lesser planar ally*];

Level cleric 8

CASTING

Components V, S, DF, M (offerings worth 2,500 gp plus payment)

EFFECT

Effect up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

DESCRIPTION

This spell functions like *lesser planar ally*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

PLANAR ALLY, LESSER

School conjuration (calling) [see text]; **Level** cleric 4

CASTING

Casting Time 10 minutes

Components V, S, DF, M (offerings worth 500 gp plus payment, see text)

EFFECT

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

Effect one called elemental or outsider of 6 HD or less

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

By casting this spell, you request your deity to send you an elemental or outsider (of 6 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.

PLANAR BINDING

School conjuration (calling) [see text for *lesser planar binding*]; **Level** sorcerer/wizard 6

CASTING

Components: V, S

EFFECT

Targets up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

DESCRIPTION

This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

PLANAR BINDING, GREATER

School conjuration (calling) [see text for *lesser planar binding*]; **Level:** sorcerer/wizard 8

CASTING

Components: V, S

EFFECT

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.

DESCRIPTION

This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

PLANAR BINDING, LESSER

School conjuration (calling) [see text]; **Level** sorcerer/wizard 5

CASTING

Casting Time 10 minutes

Components V, S

EFFECT

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

Target one elemental or outsider with 6 HD or less

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** no and yes; see text

DESCRIPTION

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

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

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

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the Charisma check, the creature breaks free of the spell's effect and can escape or attack you.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the spell remains in effect for a



maximum of 1 day per caster level, and the creature gains an immediate chance to break free. 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.

PLANT GROWTH

School transmutation; **Level** druid 3, ranger 3

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range see text

Target or Area see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

Plant growth has different effects depending on the version chosen.

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

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

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

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

Plant growth counters *diminish plants*.

This spell has no effect on plant creatures.

POLYMORPH ANY OBJECT

School transmutation (polymorph); **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action

Components V, S, M/DF (mercury, gum arabic, and smoke)

EFFECT

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

Target one creature, or one nonmagical object of up to 100 cu. ft./level

Duration see text

Saving Throw Fortitude negates (object); see text; **Spell**

Resistance yes (object)

DESCRIPTION

This spell functions like *greater polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

Changed Subject Is: Increase to Duration Factor¹

Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

¹ Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

If the target of the spell does not have physical ability scores (Strength, Dexterity, or Constitution), this spell grants a base score of 10 to each missing ability score. If the target of the spell does not have mental ability scores (Intelligence, Wisdom, or Charisma), *polymorph any object* grants a score of 5 to such scores.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantite. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *baleful polymorph*, *polymorph*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.

PRYING EYES

School divination; **Level** sorcerer/wizard 5

CASTING

Casting Time 1 minute

Components V, S, M (a handful of crystal marbles)

EFFECT

Range 1 mile



Effect 10 or more levitating eyes
Duration 1 hour/level; see text (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION
You create a number of semitangible, visible magical orbs (called “eyes”) equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

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

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

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

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

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

PRYING EYES, GREATER
School divination; **Level** sorcerer/wizard 8

DESCRIPTION
This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a *greater prying eye’s* maximum Perception modifier is +25 instead of +15.

QUENCH
School transmutation; **Level** druid 3

CASTING
Casting Time 1 standard action
Components V, S, DF
EFFECT
Range medium (100 ft. + 10 ft./level)
Area or Target one 20-ft. cube/level (S) or one fire-based magic item

Duration instantaneous
Saving Throw none or Will negates (object); **Spell Resistance** no or yes (object)

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

Each elemental (fire) creature within the area of a *quench* spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed).

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

RAINBOW PATTERN
School illusion (pattern) [mind-affecting]; **Level** bard 4, sorcerer/wizard 4

CASTING
Casting Time 1 standard action
Components V (bard only), S, M (a piece of phosphor), F (a crystal prism); see text
EFFECT
Range medium (100 ft. + 10 ft./level)
Effect colorful lights with a 20-ft.-radius spread
Duration Concentration +1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes

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

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

The spell does not affect sightless creatures.

REPEL VERMIN
School abjuration; **Level** bard 4, cleric 4, druid 4, ranger 3

CASTING



Casting Time 1 standard action

Components V, S, DF

EFFECT

Range 10 ft.

Area 10-ft.-radius emanation centered on you

Duration 10 min./level (D)

Saving Throw none or Will negates; see text; **Spell Resistance** yes

DESCRIPTION

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

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

REPEL WOOD

School transmutation; **Level** druid 6

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 60 ft.

Area 60-ft. line-shaped emanation from you

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and 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 free action. If a spear is planted (set) to prevent 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.

RESILIENT SPHERE

School evocation [force]; **Level** sorcerer/wizard 4





CASTING

Casting Time 1 standard action

Components V, S, F (a crystal sphere)

EFFECT

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

Effect 1-ft.-diameter/level sphere, centered around a creature

Duration 1 min./level (D)

Saving Throw Reflex negates; **Spell Resistance** yes

DESCRIPTION

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may resist, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

SECRET CHEST

School conjuration (summoning); **Level** sorcerer/wizard 5

CASTING

Casting Time 10 minutes

Components V, S, F (the chest and its replica)

EFFECT

Range see text

Target one chest and up to 1 cu. ft. of goods/caster level

Duration 60 days or until discharged

Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail) so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can only have one pair of these chests at any given time—even a *wish* spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After 60 days,

there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

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

SECRET PAGE

School transmutation; **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 10 minutes

Components V, S, M (powdered herring scales and will-o'-wisp essence)

EFFECT

Range touch

Target page touched, up to 3 sq. ft. in size

Duration permanent

Saving Throw none; **Spell Resistance** no

DESCRIPTION

Secret page alters the contents of a page so that it appears to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal a *secret page's* contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

SECURE SHELTER

School conjuration (creation); **Level** bard 4, sorcerer/wizard 4

CASTING

Casting Time 10 minutes

Components V, S, M (a chip of stone, sand, a drop of water, and a wood splinter)

EFFECT

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

Effect 20-ft.-square structure

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

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



The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

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

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

SEPIA SNAKE SIGIL

School conjuration (creation) [force]; **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 10 minutes

Components V, S, M (powdered amber worth 500 gp and a snake scale)

EFFECT

Range touch

Target one touched book or written work

Duration permanent or until discharged; until released or 1d4 days + 1 day/level; see text

Saving Throw Reflex negates; **Spell Resistance** no

DESCRIPTION

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least 25 words long. When anyone reads the text containing the symbol, the *sepia snake* springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the *sepia snake* dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as *secret page*.

SEQUESTER

School abjuration; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 standard action

Components V, S, M (a basilisk eyelash and gum arabic)

EFFECT

Range touch

Target one willing creature or object (up to a 2-ft. cube/level) touched

Duration 1 day/level (D)

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

DESCRIPTION

When cast, this spell not only prevents divination spells from detecting or locating the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents an attended or magical object from being *sequestered*. There is no save to see the *sequestered* creature or object or to detect it with a divination spell.

SHADES

School illusion (shadow); **Level** sorcerer/wizard 9

DESCRIPTION

This spell functions like *shadow conjuration*, except that it mimics sorcerer and wizard conjuration spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

SHADOW CONJURATION

School illusion (shadow); **Level** bard 4, sorcerer/wizard 4

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range see text

Effect see text

Duration see text

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

Spell Resistance yes; see text



DESCRIPTION

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

Shadow conjurations are actually one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjurations* to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature.

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

Against disbelievers, they are 20% likely to work.

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

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

SHADOW CONJURATION, GREATER

School illusion (shadow); Level sorcerer/wizard 7

DESCRIPTION

This spell functions like *shadow conjuration*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower. The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

SHADOW EVOCATION

School illusion (shadow); Level bard 5, sorcerer/wizard 5

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with); Spell

Resistance yes

DESCRIPTION

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.)

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

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

Objects automatically succeed on their Will saves against this spell.

SHADOW EVOCATION, GREATER

School illusion (shadow); Level sorcerer/wizard 8

DESCRIPTION

This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower. If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

SHRINK ITEM

School transmutation; Level sorcerer/wizard 3

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target one touched object of up to 2 cu. ft./level

Duration 1 day/level; see text

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

DESCRIPTION

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively



reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

SIMULACRUM

School illusion (shadow); **Level** sorcerer/wizard 7

CASTING

Casting Time 12 hours

Components V, S, M (ice sculpture of the target plus powdered rubies worth 500 gp per HD of the simulacrum)

EFFECT

Range 0 ft.

Effect one duplicate creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

At all times the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

SOFTEN EARTH AND STONE

School transmutation [earth]; **Level** druid 2

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

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

Area 10-ft. square/level; see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

STATUE

School transmutation; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 round

Components V, S, M (lime, sand, and a drop of water stirred by an iron spike)

EFFECT

Range touch

Target creature touched

Duration 1 hour/level (D)

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

DESCRIPTION

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 granite-hard 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.

SYMBOL OF DEATH

School necromancy [death]; **Level** cleric 8, sorcerer/wizard 8

CASTING

Casting Time 10 minutes

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each)

EFFECT

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* 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 of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* 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 of death'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 of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* 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 of death* 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, and hit points don't qualify.

When scribing a *symbol of death*, 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 of death*, 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 proportionately longer. Any creature attuned to a *symbol of death* 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 of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol of death* with a DC 19 Knowledge (arcana) check. Of course, if the *symbol of death* is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the *symbol* but also triggers it.

Symbol of death can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as *symbol of death* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of death* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of death*.

SYMBOL OF FEAR

School necromancy [fear, mind-affecting]; **Level** cleric 6, sorcerer/wizard 6



CASTING

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)

EFFECT

Saving Throw Will negates

DESCRIPTION

This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round per caster level.

Note: Magic traps such as *symbol of fear* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of fear* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*.

SYMBOL OF INSANITY

School enchantment (compulsion) [mind-affecting]; **Level** cleric 8, sorcerer/wizard 8

CASTING

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)

EFFECT

Saving Throw Will negates

DESCRIPTION

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead become permanently insane (as the *insanity* spell).

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

Note: Magic traps such as *symbol of insanity* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of insanity* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.

SYMBOL OF PAIN

School necromancy [evil]; **Level** cleric 5, sorcerer/wizard 5

CASTING

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)

DESCRIPTION

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a –4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

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

Note: Magic traps such as *symbol of pain* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of pain* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

SYMBOL OF PERSUASION

School enchantment (charm) [mind-affecting]; **Level** cleric 6, sorcerer/wizard 6

CASTING

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)

EFFECT

Saving Throw Will negates

DESCRIPTION

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become charmed by the caster (as the *charm monster* spell) for 1 hour per caster level.

Unlike *symbol of death*, *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. A rogue (only) can use the Perception skill to find a *symbol of persuasion* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*.

SYMBOL OF SLEEP

School enchantment (compulsion) [mind-affecting]; **Level** cleric 5, sorcerer/wizard 5

CASTING

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)

EFFECT

Saving Throw Will negates

DESCRIPTION

This spell functions like *symbol of death*, except that all creatures of 10 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6x10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

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

Note: Magic traps such as *symbol of sleep* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of sleep* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.

SYMBOL OF STUNNING

School enchantment (compulsion) [mind-affecting]; **Level** cleric 7, sorcerer/wizard 7

CASTING

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)

EFFECT

Saving Throw Will negates

DESCRIPTION



This spell functions like *symbol of death*, except that all creatures within 60 feet of a *symbol of stunning* instead become stunned for 1d6 rounds.

Note: Magic traps such as *symbol of stunning* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of stunning* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of stunning*.

SYMBOL OF WEAKNESS

School necromancy; Level cleric 7, sorcerer/wizard 7

CASTING

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)

DESCRIPTION

This spell functions like *symbol of death*, except that every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage.

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

Note: Magic traps such as *symbol of weakness* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of weakness* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of weakness*.

SYMPATHETIC VIBRATION

School evocation [sonic]; Level bard 6

CASTING

Casting Time 10 minutes

Components V, S, F (a tuning fork)

EFFECT

Range touch

Target one freestanding structure

Duration up to 1 round/level

Saving Throw none; see text; Spell Resistance yes

DESCRIPTION

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/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.

SYMPATHY

School enchantment (compulsion) [mind-affecting]; Level druid 9, sorcerer/wizard 8

CASTING

Casting Time 1 hour

Components V, S, M (a drop of honey and crushed pearls worth 1,500 gp)

EFFECT

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

DESCRIPTION

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 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

TELEKINESIS

School transmutation; Level sorcerer/wizard 5

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range long (400 ft. + 40 ft./level)

Target or Targets see text

Duration Concentration (up to 1 round/level) or instantaneous; see text

Saving Throw Will negates (object) or none; see text; Spell Resistance yes (object); see text

DESCRIPTION

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

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

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



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

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

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

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinised creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

TELEKINETIC SPHERE

School evocation [force]; **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action

Components V, S, M (a crystal sphere and a pair of small magnets)

EFFECT

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

Effect 1-ft.-diameter/level sphere, centered around creatures or objects

Duration 1 min./level (D)

Saving Throw Reflex negates (object); **Spell Resistance** yes (object)

DESCRIPTION

This spell functions like *resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface. You can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

TINY HUT

School evocation [force]; **Level** bard 3, sorcerer/wizard 3

CASTING

Casting Time 1 standard action

Components V, S, M (a small crystal bead)

EFFECT

Range 20 ft.

Effect 20-ft.-radius sphere centered on your location

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is



transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

TRANSFORMATION

School transmutation; Level sorcerer/wizard 6

CASTING

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)

EFFECT

Range personal

Target you

Duration 1 round/level

DESCRIPTION

You become a virtual fighting machine—stronger, tougher, faster, and more skilled in combat. Your mind-set 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.

TRANSMUTE METAL TO WOOD

School transmutation; Level druid 7

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range long (400 ft. + 40 ft./level)

Area all metal objects within a 40-ft.-radius burst

Duration instantaneous

Saving Throw none; Spell Resistance yes (object; see text)

DESCRIPTION

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a –2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only limited wish, miracle, wish, or similar magic can restore a transmuted object to its metallic state.

TRANSMUTE MUD TO ROCK

School transmutation [earth]; Level druid 5, sorcerer/wizard 5

CASTING

Casting Time 1 standard action

Components V, S, M/DF (sand, lime, and water)

EFFECT

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

Area up to two 10-ft. cubes/level (S)

Duration permanent

Saving Throw see text; Spell Resistance no

DESCRIPTION

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

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

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

TRANSMUTE ROCK TO MUD

School transmutation [earth]; Level druid 5, sorcerer/wizard 5

CASTING

Casting Time 1 standard action

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

EFFECT

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

Area up to two 10-ft. cubes/level (S)

Duration permanent; see text

Saving Throw see text; Spell Resistance no

DESCRIPTION

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

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

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

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance—but not



necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

TRANSPORT VIA PLANTS

School conjuration (teleportation); **Level** druid 6

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range unlimited

Target you and touched objects or other touched willing creatures

Duration 1 round

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You can enter any normal plant (Medium 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 entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. 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 two Large creatures, and so forth. All creatures to be transported by this 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 the tree.

TRAP THE SOUL

School conjuration (summoning); **Level** sorcerer/wizard 8

CASTING

Casting Time 1 standard action or see text

Components V, S, M (gem worth 1,000 gp per HD of the trapped creature)

EFFECT

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

Target one creature

Duration permanent; see text

Saving Throw see text; **Spell Resistance** yes; see text

DESCRIPTION

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

UNHALLOW

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

CASTING

Casting Time 24 hours

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

EFFECT

Range touch

Area 40-ft. radius emanating from the touched point

Duration instantaneous

Saving Throw see text; **Spell Resistance** see text

DESCRIPTION

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

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

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

Finally, you may choose to fix a single spell effect to the



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

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

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

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

Unhallow counters but does not dispel *hallow*.

VEIL

School illusion (glamer); **Level** bard 6, sorcerer/wizard 6

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range long (400 ft. + 40 ft./level)

Targets one or more creatures, no two of which can be more than 30 ft. apart

Duration concentration + 1 hour/level (D)

Saving Throw Will negates; see text; **Spell Resistance** yes; see text

DESCRIPTION

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must make a successful Disguise check to accurately duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

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

WALL OF IRON

School conjuration (creation); **Level** sorcerer/wizard 6

CASTING

Casting Time 1 standard action

Components V, S, M (a small iron sheet plus gold dust worth 50 gp)

EFFECT

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

DESCRIPTION

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. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

WALL OF THORNS

School conjuration (creation); **Level** druid 5

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Effect wall of thorny brush, up to one 10-ft. cube/level (S)

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

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



damage from contact with the wall.)

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

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

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

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

WHIRLWIND

School evocation [air]; **Level** druid 8

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range long (400 ft. + 40 ft./level)

Effect cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration 1 round/level (D)

Saving Throw Reflex negates; see text; **Spell Resistance** yes

DESCRIPTION

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful

winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

WORD OF CHAOS

School evocation [Chaotic, Sonic]; **Level** cleric 7

CASTING

Casting Time 1 standard action

Components V

EFFECT

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

DESCRIPTION

Any nonchaotic creature within the area of a *word of chaos* spell suffers the following ill effects.

HD

Equal to caster level

Up to caster level -1

Up to caster level -5

Up to caster level -10

Effect

Deafened

Stunned, deafened

Confused, stunned, deafened

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 Hit Dice exceed your caster level are unaffected by *word of chaos*.

Magic Items

The following magic items supplement those found in the *Pathfinder Roleplaying Game, Beta Playtest Addition*. See Chapter 15 of that book for rules on using these items in your game.

Special Armors

BANDED MAIL OF LUCK

Aura strong enchantment; **CL** 12th
Slot armor; **Price** 18,900 gp; **Weight** 35 lb.

DESCRIPTION

Ten 100-gp gems adorn this +3 *banded mail*. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bless*; **Cost** 9,650 gp

BREASTPLATE OF COMMAND

Aura strong enchantment; **CL** 15th
Slot armor; **Price** 25,400 gp; **Weight** 30 lb.

DESCRIPTION

This finely crafted +2 *breastplate* radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 competence bonus on all Charisma checks, including Charisma-based skill checks. The wearer also gains a +2 competence bonus to his Leadership score. Friendly troops within 360 feet of the user become braver than normal. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal herself in any way and still have the effect function.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mass charm monster*; **Cost** 12,875 gp

CELESTIAL ARMOR

Aura faint transmutation [good]; **CL** 5th

Slot armor; **Price** 22,400 gp; **Weight** 20 lb.

DESCRIPTION

This bright silver or gold +3 *chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of -2, and an arcane spell failure chance of 15%. It is considered light armor and it allows the wearer to use *fly* on command (as the spell) once per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fly*, creator must be good; **Cost** 11,350 gp

DEMON ARMOR

Aura strong necromancy [evil];
CL 13th
Slot armor; **Price** 52,260 gp;
Weight 50 lb.

DESCRIPTION

This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This +4 *full plate* allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if she had been struck by a *contagion* spell (Fortitude DC 14 negates). Use of *contagion* requires a normal melee attack with the claws. The "claws" are built into the armor's vambraces and gauntlets.

The armor bestows one negative level on any nonevil creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed. The negative level cannot be overcome in any way (including *restoration* spells) while the armor is worn.

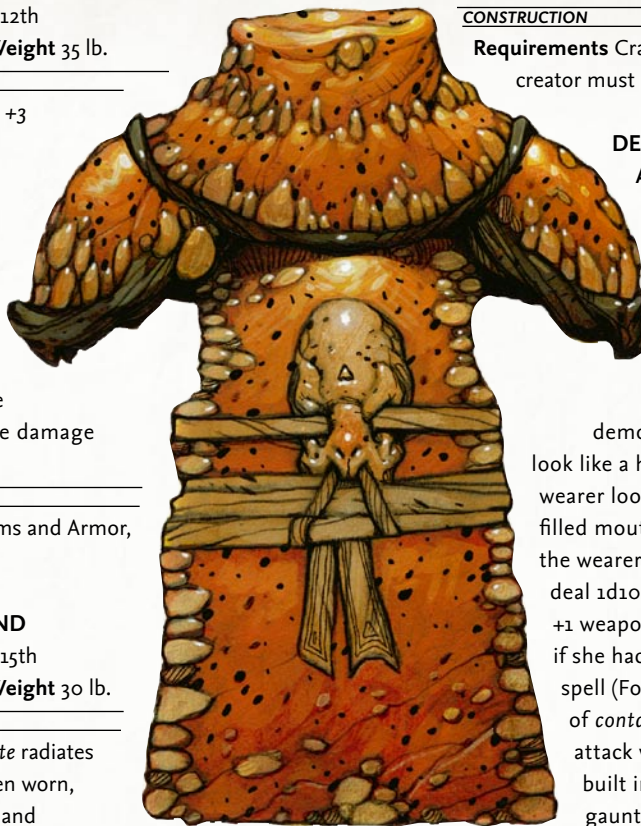
CONSTRUCTION

Requirements Craft Magic Arms and Armor, *contagion*; **Cost** 26,955 gp

DWARVEN PLATE

Aura no aura (nonmagical); **CL** —
Slot armor; **Price** 16,500 gp; **Weight** 50 lb.

DESCRIPTION





This full plate is made of adamantine, giving its wearer damage reduction of 3/–.

MITHRAL FULL PLATE OF SPEED

Aura faint transmutation; **CL** 5th
Slot armor; **Price** 26,500 gp; **Weight** 25 lb.

DESCRIPTION

As a free action, the wearer of this fine set of +1 *mithral full plate* can activate it, enabling him to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Speed while wearing a suit of mithral full plate is 20 feet for Medium creatures or 15 feet for Small. The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of –3. It is considered medium armor.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *haste*; **Cost** 18,500 gp

PLATE ARMOR OF THE DEEP

Aura moderate abjuration; **CL** 11th
Slot armor; **Price** 24,650 gp; **Weight** 50 lb.

DESCRIPTION

This +1 *full plate* is decorated with a wave and fish motif. The wearer of *plate armor of the deep* is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *freedom of movement*, *tongues*, *water breathing*; **Cost** 13,150 gp

RHINO HIDE

Aura moderate transmutation; **CL** 9th
Slot armor; **Price** 5,165 gp; **Weight** 25 lb.

DESCRIPTION

This +2 *hide armor* is made from rhinoceros hide. In addition to granting a +2 enhancement bonus to AC, it has a –1 armor check penalty and deals an additional 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bull's strength*; **Cost** 2,665 gp

Special Shields

ABSORBING SHIELD

Aura strong transmutation; **CL** 17th
Slot shield; **Price** 50,170 gp; **Weight** 15 lb.

DESCRIPTION

This +1 *heavy steel shield* is flat black and seems to absorb light.

Once every 2 days, on command, it can disintegrate an object that it touches, as the spell but requiring a melee touch attack.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *disintegrate*; **Cost** 25,170 gp

CASTER'S SHIELD

Aura moderate abjuration; **CL** 6th
Slot shield; **Price** 3,153 gp (plus the value of the scroll spell if one is currently scribed); **Weight** 5 lb.

DESCRIPTION

This +1 *light wooden shield* has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll. A spell so scribed has only half the base raw material cost. Experience point and component costs remain the same. The strip cannot accommodate spells of higher than 3rd level. The strip is reusable.

A random *caster's shield* has a 50% chance of having a single medium scroll spell on it. The spell is divine (01–80 on d%) or arcane (81–100).

A *caster's shield* has a 5% arcane spell failure chance.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level; **Cost** 1,653 gp

DARKWOOD BUCKLER

Aura no aura (nonmagical); **CL** —
Slot shield; **Price** 205 gp; **Weight** 2.5 lb.

DESCRIPTION

This nonmagical light wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It has no armor check penalty.

LION'S SHIELD

Aura moderate conjuration; **CL** 10th
Slot shield; **Price** 9,170 gp; **Weight** 15 lb.

DESCRIPTION

This +2 *heavy steel shield* is fashioned to appear to be a roaring lion's head. Three times per day as a free action, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *summon nature's ally IV*; **Cost** 4,670 gp

SPINED SHIELD

Aura moderate evocation; **CL** 6th
Slot shield; **Price** 5,580 gp; **Weight** 15 lb.

DESCRIPTION



This *+1 heavy steel shield* is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a *+1* enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19–20/x2). Fired spines regenerate each day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *magic missile*; **Cost** 2,875 gp

WINGED SHIELD

Aura faint transmutation; **CL** 5th

Slot shield; **Price** 17,257 gp; **Weight** 10 lb.

DESCRIPTION

This round, heavy wooden shield has a *+3* enhancement bonus. Small, feathered wings encircle the shield. Once per day, it can be commanded to *fly* (as the spell), carrying the wielder. The shield can carry up to 133 pounds and move at 60 feet per round, or up to 266 pounds and move at 40 feet per round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fly*; **Cost** 8,707 gp

Special Weapons

ADAMANTINE BATTLEAXE

Aura no aura (nonmagical); **CL** —

Slot none; **Price** 3,010 gp; **Weight** 6 lb.

DESCRIPTION

This nonmagical axe is made out of adamantine. As a masterwork weapon, it has a *+1* enhancement bonus on attack rolls.

ASSASSIN'S DAGGER

Aura moderate necromancy; **CL** 9th

Slot none; **Price** 18,302 gp; **Weight** 1 lb.

DESCRIPTION

This wicked-looking, curved *+2 dagger* provides a *+1* bonus to the DC of a Fortitude save forced by the death attack of an assassin.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *slay living*; **Cost** 9,302 gp

LIFE-DRINKER

Aura strong necromancy; **CL** 13th

Slot none; **Price** 40,320 gp; **Weight** 12 lb.

DESCRIPTION

This *+1 greataxe* is favored by undead and constructs, who do not suffer its drawback. A life-drinker bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature. One day after being struck, subjects must make a DC 16 Fortitude save for

each negative level or the negative levels become permanent.

Each time a *life-drinker* deals damage to a foe, it also bestows one negative level on the wielder. Any negative levels gained by the wielder in this fashion lasts for 1 hour.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *enervation*; **Cost** 20,320 gp

MACE OF SMITING

Aura moderate transmutation; **CL** 11th

Slot none; **Price** 75,312 gp; **Weight** 8 lb.

DESCRIPTION

This *+3 adamantine heavy mace* has a *+5* enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). A critical hit dealt to an outsider deals *x4* damage rather than *x2*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *disintegrate*; **Cost** 39,312 gp

MACE OF TERROR

Aura strong necromancy; **CL** 13th

Slot none; **Price** 38,552 gp; **Weight** 8 lb.

DESCRIPTION

On command, this *+2 heavy mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot cone become panicked as if by a *fear* spell (Will DC 16 partial). They take a *–2* morale penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fear*; **Cost** 19,432 gp

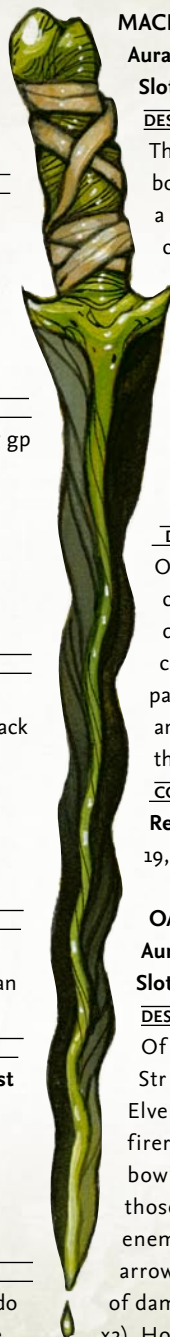
OATHBOW

Aura strong evocation; **CL** 15th

Slot none; **Price** 25,600 gp; **Weight** 3 lb.

DESCRIPTION

Of elven make, this white *+2 composite longbow* (*+2* Str bonus) whispers, "Swift defeat to my enemies" in Elven when nocked and pulled. Once per day, if the firer swears aloud to slay her target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a *+5* enhancement bonus, and arrows launched from it deal an additional 2d6 points of damage (and *x4* on a critical hit instead of the normal *x3*). However, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a *–1* penalty on attack rolls with any weapon other than the *oathbow*. These bonuses and





penalties last for 7 days or until the sworn enemy is slain or destroyed by the wielder of the *oathbow*, whichever comes first.

The *oathbow* may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or 7 days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the *oathbow's* special power again until 24 hours have passed from the time he made the oath.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator must be an elf; **Cost** 13,100 gp

RAPIER OF PUNCTURING

Aura strong necromancy; **CL** 13th

Slot none; **Price** 50,320 gp; **Weight** 2 lb.

DESCRIPTION

Three times per day, this +2 *wounding rapier* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *harm*; **Cost** 25,320 gp

SCREAMING BOLT

Aura faint enchantment; **CL** 5th

Slot none; **Price** 267gp; **Weight** 1/10 lb.

DESCRIPTION

One of these +2 *bolts* screams when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become shaken. This is a mind-affecting fear effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *doom*; **Cost** 137 gp

SHATTERSPIKE

Aura strong evocation; **CL** 13th

Slot none; **Price** 4,315 gp; **Weight** 4 lb.

DESCRIPTION

Wielders without the Improved Sunder feat use *Shatterspike* as a +1 *longsword* only; wielders with the Improved Sunder feat add a +4 bonus (including the sword's +1 enhancement bonus) on their combat maneuver check to strike a foe's weapon. If successful, *Shatterspike* deals 1d8+4 points of damage plus the wielder's Strength modifier to the target weapon (the target weapon's hardness must still be overcome with each hit). *Shatterspike* can damage weapons with an enhancement bonus of +4 or lower.

CONSTRUCTION

Requirements Str 13, Craft Arms and Armor, Improved Sunder, Power Attack, *shatter*; **Cost** 2,315 gp

SHIFTER'S SORROW

Aura strong transmutation; **CL** 15th

Slot none; **Price** 12,880 gp; **Weight** 10 lb.

DESCRIPTION

This +1/+1 *two-bladed sword* has blades of alchemical silver. The weapon deals an extra 2d6 points of damage against any creature with the shapechanger subtype. When a shapechanger or a creature in an alternate form (such as a druid using wild shape) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.

CONSTRUCTION

Requirements Craft Arms and Armor, *baleful polymorph*; **Cost** 6,880 gp

SLAYING ARROW

Aura strong necromancy; **CL** 13th

Slot none; **Price** 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); **Weight** 1/10 lb.

DESCRIPTION

This +1 *arrow* is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a DC 20 Fortitude save or take 50 points of damage. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below.

A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death effect is 23 and the arrow deals 100 points of damage if the saving throw is failed.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *finger of death* (*slaying arrow*) or *heightened finger of death* (*greater slaying arrow*); **Cost** 1,144 gp 5 sp (*slaying arrow*) or 2,032 gp (*greater slaying arrow*)

d%	Designated Type or Subtype
01–05	Aberrations
06–09	Animals
10–16	Constructs
17–22	Dragons
23–27	Elementals
28–32	Fey
33–39	Giants
40	Humanoids, aquatic
41–42	Humanoids, dwarf
43–44	Humanoids, elf
45	Humanoids, gnoll
46	Humanoids, gnome
47–49	Humanoids, goblinoid



50	Humanoids, halfling
51–54	Humanoids, human
55–57	Humanoids, reptilian
58–60	Humanoids, orc
61–65	Magical beasts
66–70	Monstrous humanoids
71–72	Oozes
73	Outsiders, air
74–76	Outsiders, chaotic
77	Outsiders, earth
78–80	Outsiders, evil
81	Outsiders, fire
82–84	Outsiders, good
85–87	Outsiders, lawful
88	Outsiders, water
89–90	Plants
91–98	Undead
99–100	Vermin

SLEEP ARROW

Aura faint enchantment; **CL** 5th

Slot none; **Price** 132 gp; **Weight** 1/10 lb.

DESCRIPTION

This +1 *arrow* is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *sleep*; **Cost** 69 gp 5 sp

SUN BLADE

Aura moderate evocation; **CL** 10th

Slot none; **Price** 50,335 gp; **Weight** 2 lb.

DESCRIPTION

This sword is the size of a bastard sword. However, a *sun blade* is wielded as if it were a short sword with respect to weight and ease of use. In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword. Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

In normal combat, the glowing golden blade of the weapon is equal to a +2 *bastard sword*. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane

creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

The blade also has a special *sunlight* power. Once per day, the wielder can swing the blade vigorously above his head while speaking a command word. The *sun blade* then sheds a bright yellow radiance that is like full daylight.

The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *daylight*, creator must be good; **Cost** 25,335 gp

SWORD OF LIFE STEALING

Aura strong necromancy; **CL** 17th

Slot none; **Price** 25,715 gp; **Weight** 4 lb.

DESCRIPTION

This black iron, +2 *longsword* bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level gained or they become permanent.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *enervation*; **Cost** 13,015 gp

SWORD OF THE PLANES

Aura strong evocation; **CL** 15th

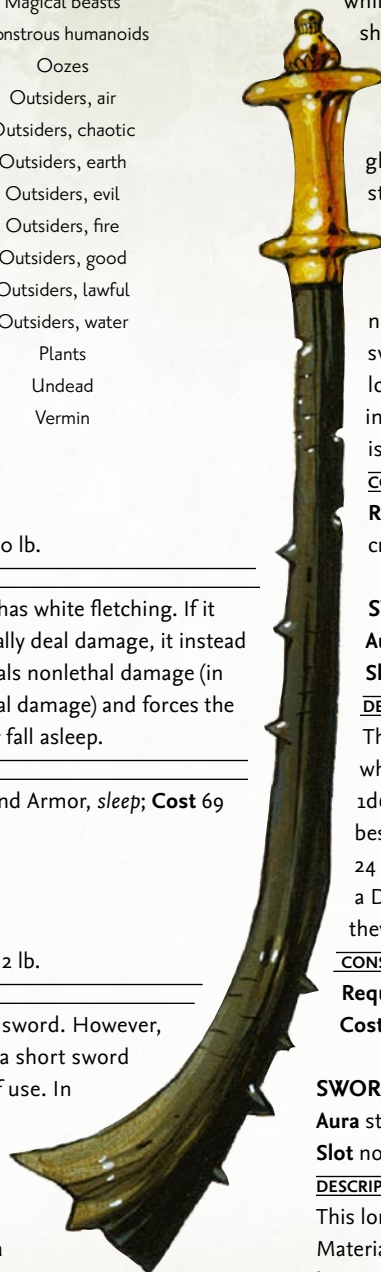
Slot none; **Price** 22,315 gp; **Weight** 4 lb.

DESCRIPTION

This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals. It operates as a +3 *longsword* on the Astral Plane, the Ethereal Plane, or when used against opponents native to either of those planes. On any other plane, or against any outsider, it functions as a +4 *longsword*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *plane shift*; **Cost** 11,315 gp





SWORD OF SUBTLETY

Aura moderate illusion; **CL** 7th
Slot none; **Price** 22,310 gp; **Weight** 2 lb.

DESCRIPTION

A +1 *short sword* with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a sneak attack with it.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blur*; **Cost** 11,310 gp

SYLVAN SCIMITAR

Aura moderate evocation; **CL** 11th
Slot none; **Price** 47,315 gp; **Weight** 4 lb.

DESCRIPTION

This +3 *scimitar*, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid; **Cost** 23,815 gp

TRIDENT OF FISH COMMAND

Aura moderate enchantment; **CL** 7th
Slot none; **Price** 18,650 gp; **Weight** 4 lb.

DESCRIPTION

The magical properties of this +1 *trident* with a 6-foot-long haft enable its wielder to *charm* up to 14 HD of aquatic animals (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *speak with animals*; **Cost** 9,482 gp and 5 sp

TRIDENT OF WARNING

Aura moderate divination; **CL** 7th
Slot none; **Price** 10,115 gp; **Weight** 4 lb.

DESCRIPTION

A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 680 feet. A *trident of warning* must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet. The weapon is otherwise a +2 *trident*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *locate creature*; **Cost** 5,215 gp

Rings

RING OF ELEMENTAL COMMAND

Aura strong conjuration; **CL** 15th
Slot ring; **Price** 200,000 gp; **Weight** —

DESCRIPTION

All four kinds of *elemental command* rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a *ring of elemental command* takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	–2 against earth-based effects
Earth	–2 against air- or electricity-based effects
Fire	–2 against water- or cold-based effects
Water	–2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

Ring of Elemental Command (Air)

- *Feather fall* (unlimited use, wearer only)
- *Resist energy (electricity)* (unlimited use, wearer only)
- *Gust of wind* (twice per day)
- *Wind wall* (unlimited use)
- *Air walk* (once per day, wearer only)



- *Chain lightning* (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)

- *Meld into stone* (unlimited use, wearer only)
- *Soften earth or stone* (unlimited use)
- *Stone shape* (twice per day)
- *Stoneskin* (once per week, wearer only)
- *Passwall* (twice per week)
- *Wall of stone* (once per day)

The ring appears to be a *ring of meld into stone* until the established condition is met.

Ring of Elemental Command (Fire)

- *Resist energy (fire)* (as a *major ring of energy resistance [fire]*)
- *Burning hands* (unlimited use)
- *Flaming sphere* (twice per day)
- *Pyrotechnics* (twice per day)
- *Wall of fire* (once per day)
- *Flame strike* (twice per week)

The ring appears to be a *major ring of energy resistance (fire)* until the established condition is met.



Ring of Elemental Command (Water)

- *Water walk* (unlimited use)
- *Create water* (unlimited use)
- *Water breathing* (unlimited use)
- *Wall of ice* (once per day)
- *Ice storm* (twice per week)
- *Control water* (twice per week)

The ring appears to be a *ring of water walking* until the established condition is met.

CONSTRUCTION

Requirements Forge Ring, *summon monster VI*, all appropriate spells; **Cost** 100,000 gp

RING OF SHOOTING STARS

Aura strong evocation; **CL** 12th

Slot ring; **Price** 50,000 gp; **Weight** —

DESCRIPTION

This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night.

During the night, under the open sky or in areas of shadow or darkness, the *ring of shooting stars* can perform the following functions on command.

- *Dancing lights* (once per hour)
- *Light* (twice per night)
- *Ball lightning* (special, once per night)
- *Shooting stars* (special, three per week)

The first special function, *ball lightning*, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble *dancing lights*, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

Number of Balls	Damage per Ball
4 lightning balls	1d6 points of electricity damage each
3 lightning balls	2d6 points of electricity damage each
2 lightning balls	3d6 points of electricity damage each
1 lightning ball	4d6 points of electricity damage

Once the *ball lightning* function is activated, the balls can be released at any time before the sun rises. Multiple balls can be released in the same round.

The second special function produces three *shooting stars* that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a *shooting star* takes full damage from impact plus full fire damage from the spread unless it makes a DC 13 Reflex save. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful DC 13 Reflex save. Range is 70 feet, at the end of which the *shooting star* explodes unless it strikes a creature or object before that. A *shooting star* always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the *ring of shooting stars* has the following properties.

- *Faerie fire* (twice per day)
- *Spark shower* (special, once per day)

The *spark shower* is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

CONSTRUCTION

Requirements Forge Ring, *faerie fire*, *fireball*, *light*, *lightning bolt*; **Cost** 25,000 gp

RING OF SPELL STORING, MINOR

Aura faint evocation; **CL** 5th

Slot ring; **Price** 18,000 gp; **Weight** —

DESCRIPTION

A *minor ring of spell storing* contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it.

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *minor ring of spell storing*.

The ring magically imparts to the wearer the names of all spells currently stored within it.

CONSTRUCTION

Requirements Forge Ring, *imbue with spell ability*; **Cost** 9,000 gp

RING OF SPELL STORING

Aura moderate evocation; **CL** 9th

Slot ring; **Price** 50,000 gp; **Weight** —

DESCRIPTION

As the *minor ring of spell storing*, except it holds up to five levels of spells.

CONSTRUCTION

Requirements Forge Ring, *imbue with spell ability*; **Cost** 25,000 gp

RING OF SPELL STORING, MAJOR

Aura strong evocation; **CL** 17th

Slot ring; **Price** 200,000 gp; **Weight** —

DESCRIPTION

As the *minor ring of spell storing*, except it holds up to ten levels of spells.

CONSTRUCTION

Requirements Forge Ring, *imbue with spell ability*; **Cost** 100,000 gp

Rods**ROD OF ABSORPTION**

Aura strong abjuration; **CL** 15th

Slot none; **Price** 50,000 gp; **Weight** 5 lb.

DESCRIPTION

This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its

potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A rod of absorption absorbs a maximum of 50 spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71–100, half the levels already absorbed by the rod are still stored within.

CONSTRUCTION

Requirements Craft Rod, *spell turning*; **Cost** 25,000 gp

ROD OF ALERTNESS

Aura moderate abjuration, divination, enchantment, and evocation; **CL** 11th

Slot none; **Price** 85,000 gp; **Weight** 4 lb.

DESCRIPTION

This rod is indistinguishable from a +1 *light mace*. It has eight flanges on its macelike head. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, *light*, or *see invisibility*. Each different use is a standard action.

If the head of a *rod of alertness* is planted in the ground and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a prayer spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day. Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any 11 (or fewer) Small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day.



CONSTRUCTION

Requirements Craft Rod, *alarm*, *animate objects*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *discern lies*, *light*, *prayer*, *see invisibility*; **Cost** 42,500 gp

ROD OF FLAME EXTINGUISHING

Aura strong transmutation; **CL** 12th

Slot none; **Price** 15,000 gp; **Weight** 5 lb.

DESCRIPTION

This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.

Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature. This use requires 3 charges.

A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

CONSTRUCTION

Requirements Craft Rod, *pyrotechnics*; **Cost** 7,500 gp

ROD OF LORDLY MIGHT

Aura strong enchantment, evocation, necromancy, and transmutation; **CL** 19th

Slot none; **Price** 70,000 gp; **Weight** 10 lb.

DESCRIPTION

This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day.

- *Hold person* upon touch, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.

- *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, Will DC 16 partial). Invoking this

power is a standard action.

- Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 half) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a +2 *light mace*.

- When button 1 is pushed, the rod becomes a +1 *flaming longsword*. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.

- When button 2 is pushed, the rod becomes a +4 *battleaxe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.

- When button 3 is pushed, the rod becomes a +3 *shortspear* or +3 *longspear*. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice) for an overall length ranging from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.

- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength modifier of +12.

- When button 6 is pushed, the rod indicates magnetic north and gives the wielder knowledge of his approximate depth beneath the surface or height above it.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Rod, *bull's strength*, *fear*, *flame blade*, *hold person*, *inflict light wounds*; **Cost** 35,000 gp

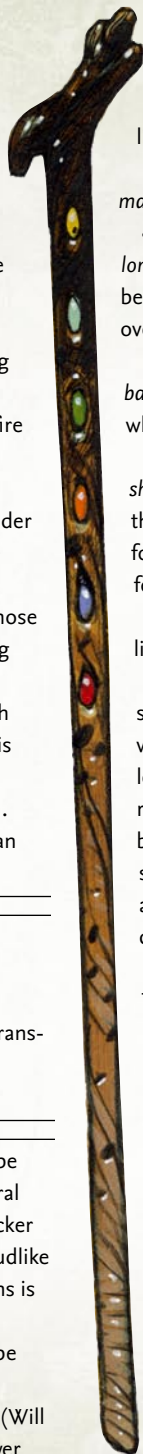
ROD OF SECURITY

Aura strong conjuration; **CL** 20th

Slot none; **Price** 61,000 gp; **Weight** 5 lb.

DESCRIPTION

This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All



fractions are rounded down.

In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a DC 17 Will save to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

CONSTRUCTION

Requirements Craft Rod, *gate*; **Cost** 30,500 gp

ROD OF SPLENDOR

Aura strong conjuration and transmutation; **CL** 12th

Slot none; **Price** 25,000 gp; **Weight** 5 lb.

DESCRIPTION

The possessor of this rod gains a +4 enhancement bonus to her Charisma score for as long as she holds or carries the item. Once per day, the rod creates and garbs her in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from her.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 x1,000 gp)—1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as 100 persons. The tent and its trappings last for 1 day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

CONSTRUCTION

Requirements Craft Rod, *eagle's splendor*, *fabricate*, *major creation*; **Cost** 12,500 gp

ROD OF THUNDER AND LIGHTNING

Aura moderate evocation; **CL** 9th

Slot none; **Price** 33,000 gp; **Weight** 5 lb.

DESCRIPTION

Constructed of iron set with silver rivets, this rod has the properties of a +2 *light mace*. Its other powers are as follows.

- **Thunder:** Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
- **Lightning:** Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack, then the 2d6 points of electricity damage still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.

- **Thunderclap:** Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).

- **Lightning Stroke:** Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide *lightning bolt* (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 feet.

- **Thunder and Lightning:** Once per week as a standard action, the wielder of the rod can combine the thunderclap described above with a *lightning bolt*, as in the lightning stroke. The thunderclap affects all within 10 feet of the bolt. The lightning stroke deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the thunderclap deals 2d6 points of sonic damage. A single DC 16 Reflex save applies for both effects.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Rod, *lightning bolt*, *shout*; **Cost** 16,500 gp

Staves

STAFF OF ABJURATION

Aura strong abjuration; **CL** 13th

Slot none; **Price** 82,000 gp; **Weight** 5 lb.

DESCRIPTION

Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- *Shield* (1 charge)
- *Resist energy* (1 charge)



- *Dispel magic* (1 charge)
- *Lesser globe of invulnerability* (2 charges)
- *Dismissal* (2 charges)
- *Repulsion* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *dismissal*, *dispel magic*, *lesser globe of invulnerability*, *repulsion*, *resist energy*, *shield*; **Cost** 41,000 gp

STAFF OF CONJURATION

Aura strong conjuration; **CL** 13th

Slot none; **Price** 82,000 gp; **Weight** 5 lb.

DESCRIPTION

This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- *Unseen servant* (1 charge)
- *Summon swarm* (1 charge)
- *Stinking cloud* (1 charge)
- *Minor creation* (2 charges)
- *Cloudkill* (2 charges)
- *Summon monster VI* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *cloudkill*, *stinking cloud*, *summon monster VI*, *summon swarm*, *unseen servant*; **Cost** 41,000 gp

STAFF OF DIVINATION

Aura strong divination; **CL** 13th

Slot none; **Price** 82,000 gp; **Weight** 5 lb.

DESCRIPTION

Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- *Detect secret doors* (1 charge)
- *Locate object* (1 charge)
- *Tongues* (1 charge)
- *Locate creature* (2 charges)
- *Prying eyes* (2 charges)
- *True seeing* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *detect secret doors*, *locate creature*, *locate object*, *prying eyes*, *tongues*, *true seeing*; **Cost** 41,000 gp

STAFF OF ENCHANTMENT

Aura strong enchantment; **CL** 13th

Slot none; **Price** 82,000 gp; **Weight** 5 lb.

DESCRIPTION

Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- *Sleep* (1 charge)
- *Hideous laughter* (1 charge)
- *Suggestion* (1 charge)
- *Crushing despair* (2 charges)
- *Mind fog* (2 charges)

- *Suggestion*, *mass* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *crushing despair*, *hideous laughter*, *mass suggestion*, *mind fog*, *sleep*, *suggestion*; **Cost** 41,000 gp

STAFF OF EVOCATION

Aura strong evocation; **CL** 13th

Slot none; **Price** 82,000 gp; **Weight** 5 lb.

DESCRIPTION

Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- *Magic missile* (1 charge)
- *Shatter* (1 charge)
- *Fireball* (1 charge)
- *Ice storm* (2 charges)
- *Wall of force* (2 charges)
- *Chain lightning* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *chain lightning*, *fireball*, *ice storm*, *magic missile*, *shatter*, *wall of force*; **Cost** 41,000 gp

STAFF OF ILLUSION

Aura strong illusion; **CL** 13th

Slot none; **Price** 82,000 gp; **Weight** 5 lb.

DESCRIPTION

This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- *Disguise self* (1 charge)
- *Mirror image* (1 charge)
- *Major image* (1 charge)
- *Rainbow pattern* (2 charges)
- *Persistent image* (2 charges)
- *Mislead* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *disguise self*, *major image*, *mirror image*, *persistent image*, *project image*, *rainbow pattern*; **Cost** 41,000 gp

STAFF OF NECROMANCY

Aura strong necromancy; **CL** 13th

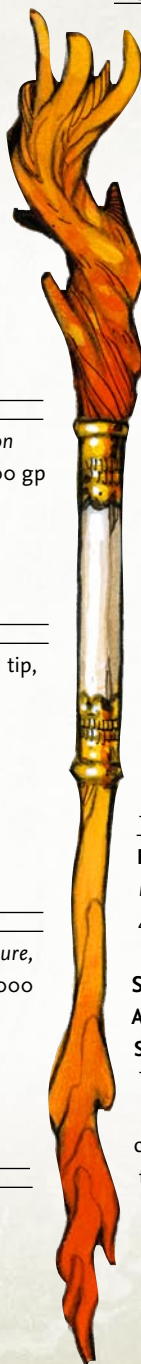
Slot none; **Price** 82,000 gp; **Weight** 5 lb.

DESCRIPTION

This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

- *Cause fear* (1 charge)
- *Ghoul touch* (1 charge)
- *Halt undead* (1 charge)
- *Enervation* (2 charges)
- *Waves of fatigue* (2 charges)
- *Circle of death* (3 charges)

CONSTRUCTION





Requirements Craft Staff, *cause fear*, *circle of death*, *enervation*, *ghoul touch*, *halt undead*, *waves of fatigue*; **Cost** 41,000 gp

STAFF OF TRANSMUTATION

Aura strong transmutation; **CL** 13th
Slot none; **Price** 82,000 gp; **Weight** 5 lb.

DESCRIPTION

This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- *Expeditious retreat* (1 charge)
- *Alter self* (1 charge)
- *Blink* (1 charge)
- *Polymorph* (2 charges)
- *Baleful polymorph* (2 charges)
- *Disintegrate* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *alter self*, *baleful polymorph*, *blink*, *disintegrate*, *expeditious retreat*, *polymorph*; **Cost** 41,000 gp

STAFF OF THE WOODLANDS

Aura moderate varied; **CL** 13th
Slot none; **Price** 100,400 gp; **Weight** 5 lb.

DESCRIPTION

Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

- *Charm animal* (1 charge)
- *Speak with animals* (1 charge)
- *Barkskin* (2 charges)
- *Wall of thorns* (3 charges)
- *Summon nature's ally VI* (3 charges)
- *Animate plants* (4 charges)

The staff may be used as a weapon, functioning as a +2 *quarterstaff*. The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Craft Staff, *animate plants*, *barkskin*, *charm animal*, *pass without trace*, *speak with animals*, *summon nature's ally VI*, *wall of thorns*; **Cost** 50,500 gp

Wondrous Items

CANDLE OF INVOCATION

Aura strong conjuration; **CL** 17th
Slot —; **Price** 8,400 gp; **Weight** 1/2 lb.

DESCRIPTION

Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus on attack rolls, saving

throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

CONSTRUCTION

Requirements Craft Wondrous Item, *gate*, creator must be same alignment as candle created; **Cost** 4,200 gp

CUBE OF FORCE

Aura moderate evocation; **CL** 10th
Slot —; **Price** 62,000 gp; **Weight** 1/2 lb.

DESCRIPTION

This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10 feet on a side around her person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

When the *cube of force* is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal. Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Cost	Maximum	
Charge	per Minute	Speed	Effect
1	1	30 ft.	Keeps out gases, wind, etc.
2	2	20 ft.	Keeps out nonliving matter
3	3	15 ft.	Keeps out living matter
4	4	10 ft.	Keeps out magic
5	6	10 ft.	Keeps out all things
6	0	As normal	Deactivates

Attack Form	Extra Charges
<i>Horn of blasting</i>	6
<i>Wall of fire</i>	2
<i>Passwall</i>	3



Disintegrate	6
Phase door	5
Prismatic spray	7

CONSTRUCTION
Requirements Craft Wondrous Item, *wall of force*; **Cost** 31,000 gp

DARKSKULL
Aura moderate evocation [evil]; **CL** 9th
Slot —; **Price** 60,000 gp; **Weight** 5 lb.

DESCRIPTION
This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin. Each *darkskull* has a single spell effect tied to it. This spell is from the standard list and cannot be changed.

CONSTRUCTION
Requirements Craft Wondrous Item, *unhallow*, creator must be evil; **Cost** 30,000 gp

DECK OF ILLUSIONS



Aura faint illusion; **CL** 6th
Slot —; **Price** 8,100 gp; **Weight** 1/2 lb.

DESCRIPTION
This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of 34 cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to

simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Male human fighter and four guards
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin
Playing Card	Tarot Card	Creature
Ace of diamonds	III. The Empress	Glabezdu (demon)
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords	Half-elf ranger (female)
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Male half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold

Playing Card	Tarot Card	Creature
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three male human clerics
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Male dwarf paladin
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin

Playing Card	Tarot Card	Creature
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three male halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Female half-elf bard
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold

Playing Card	Tarot Card	Creature
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

A randomly generated deck is usually complete (11–100 on d%), but may be discovered (01–10) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

CONSTRUCTION

Requirements Craft Wondrous Item, *major image*; **Cost** 4,050 gp

FIGURINES OF WONDROUS POWER

Aura varies; **CL** varies

Slot —; **Price** 10,000 gp (bronze griffon), 10,000 gp (ebony fly), 16,500 gp (golden lions), 21,000 gp (ivory goats), 17,000 gp (marble elephant), 28,500 gp (obsidian steed), 15,500 gp (onyx dog), 9,100 gp (serpentine owl), 3,800 gp (silver raven); **Weight** 1 lb.

DESCRIPTION

Each of the several kinds of *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon: When animated, a bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.

Ebony Fly: When animated, an ebony fly is the size of a pony and has all the statistics of a hippogriff but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the ebony fly again becomes a tiny statuette. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.

Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.

Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- **The Goat of Traveling:** This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command

word is uttered, it returns to its statuette form for no less than one day before it can again be used.

- **The Goat of Travail:** This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.

- **The Goat of Terror:** When called upon with the proper command word, this statuette becomes a destrier-like mount with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a +3 *heavy lance*, the other as a +5 *longsword*). When ridden in an attack against an opponent, the goat of terror radiates *fear* as the spell in a 30-foot radius (Will DC 16 partial). It can be used once every two weeks for up to 3 hours per use. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *overland flight*, *plane shift*, and *ethereal jaunt*. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an obsidian steed becomes ethereal or plane shifts, its rider and his gear follow suit. Thus, the user can travel to other planes via this means. Strong conjuration and transmutation; CL 15th; Craft Wondrous Item, *animate objects*, *etherealness*, *fly*, *plane shift*.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. It has the scent ability and adds +4 on its Perception checks. It has 60-foot darkvision, and it can *see invisibility*. An onyx dog can be used once per week for up to 6 hours. It obeys only its owner. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.

Serpentine Owl: This figurine becomes either a normal-



sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears. Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*.

Silver Raven: This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous. Faint enchantment and transmutation; CL 6th; Craft Wondrous Item, *animal messenger*, *animate objects*.

CONSTRUCTION
Requirements Craft Wondrous Item, *animate objects*, additional spells, see text; **Cost** 5,000 gp (bronze griffon), 5,000 gp (ebony fly), 8,250 gp (golden lions), 10,500 gp (ivory goats), 8,500 gp (marble elephant), 14,250 gp (obsidian steed), 7,750 gp (onyx dog), 4,550 gp (serpentine owl), 1,900 gp (silver raven)

FEATHER TOKEN

Aura moderate conjuration; **CL** 12th
Slot —; **Price** 50 gp (anchor), 300 gp (bird), 200 gp (fan), 450 gp (swan boat), 400 gp (tree), 500 gp (whip); **Weight** —

DESCRIPTION
Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to 1 day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear, 32 Medium characters, or any equivalent combination. The boat lasts for 1 day.

Tree: A token that causes a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of damage, has a +1 enhancement bonus on attack and damage rolls, and makes a free grapple attack (with a +15 bonus on its combat maneuver checks) if it hits. The whip lasts no longer than 1 hour.

CONSTRUCTION
Requirements Craft Wondrous Item, *major creation*; **Cost** 25 gp (anchor), 150 gp (bird), 100 gp (fan), 225 gp (swan boat), 200 gp (tree), 250 gp (whip)

GEM OF BRIGHTNESS

Aura faint evocation; **CL** 6th
Slot —; **Price** 13,000 gp; **Weight** —

DESCRIPTION
This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

- One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.

- Another command word causes the gem of brightness to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 14 Fortitude save. This use of the gem expends 1 charge.

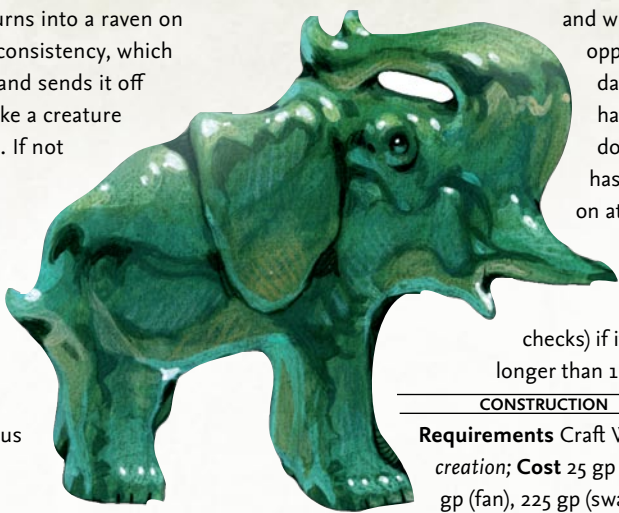
- The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a DC 14 Fortitude save or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes nonmagical.

CONSTRUCTION
Requirements Craft Wondrous Item, *daylight*; **Cost** 6,500 gp

GOLEM MANUAL

Aura varies; **CL** varies



Slot —; **Price** 12,000 gp (clay), 8,000 gp (flesh), 35,000 gp (iron), 22,000 gp (stone), 44,000 gp (stone, greater); **Weight** 5 lb.

DESCRIPTION

A *golem manual* contains information, incantations, and magical power that help a character to craft a golem. The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body. Each manual also holds the prerequisite spells needed for a specific golem, effectively granting the builder use of the Craft Construct feat during the construction of the golem, and an increase to her caster level for the purpose of crafting a golem.

The spells included in a *golem manual* require a spell trigger activation and can be activated only to assist in the construction of a golem. The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

Clay Golem Manual: The book contains *animate objects*, *bless*, *commune*, *prayer*, and *resurrection*. The reader may treat her caster level as two levels higher than normal for the purpose of crafting a clay golem. Moderate conjuration, divination, enchantment, and transmutation; CL 11th; Craft Construct, creator must be caster level 11th, *animate objects*, *commune*, *prayer*, *resurrection*.

Flesh Golem Manual: The book contains *animate dead*, *bull's strength*, *geas/quest*, and *limited wish*. The reader may treat her caster level as one level higher than normal for the purpose of crafting a flesh golem. Moderate enchantment, necromancy [evil], and transmutation; CL 8th; Craft Construct, creator must be caster level 8th, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*.

Iron Golem Manual: The book contains *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*. The reader may treat her caster level as four levels higher than normal for the purpose of crafting an iron golem. Strong conjuration, enchantment and transmutation; CL 16th; Craft Construct, creator must be caster level 16th, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*.

Stone Golem Manual: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem. Strong abjuration and enchantment; CL 14th; Craft Construct, creator must be caster level 14th, *antimagic field*, *geas/quest*, *symbol of stunning*.

Stone Golem Manual, Greater: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem. Strong abjuration and enchantment; CL 14th; Craft Construct, creator must be caster level 14th, *antimagic field*, *geas/quest*, *symbol of stunning*.

CONSTRUCTION

Requirements Craft Construct, creator must be caster level 16th, additional spells; **Cost** 6,000 gp (clay), 4,000 gp (flesh), 17,500 gp (iron), 11,000 gp (stone), 22,000 gp (stone, greater)

HELM OF BRILLIANCE

Aura strong varied; **CL** 13th

Slot head; **Price** 125,000 gp; **Weight** 3 lb.

DESCRIPTION

This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: 10 diamonds, 20 rubies, 30 fire opals, and 40 opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crownlike, gem-tipped spikes. The jewels' functions are as follows:

- Diamond: *Prismatic spray* (save DC 20)
- Ruby: *Wall of fire*
- Fire opal: *Fireball* (10d6, Reflex DC 20 half)
- Opal: *Daylight*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a helm of brilliance also has the following magical properties when activated.

- It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.

- The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.

- The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect undead*, *fireball*, *flame blade*, *light*, *prismatic spray*, *protection from energy*, *wall of fire*; **Cost** 62,500 gp

HORN OF VALHALLA

Aura strong conjuration; **CL** 13th

Slot —; **Price** 50,000 gp; **Weight** 2 lb.

DESCRIPTION

This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every 7 days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the barbarians she herself summoned.

d%	Type of Horn	Barbarians Summoned	Prerequisite
01–40	Silver	2d4+2, 2nd level	None
41–75	Brass	2d4+1, 3rd level	Spellcaster level 1st
76–90	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91–100	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the starting equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon monster VI*; **Cost** 25,000 gp

INSTANT FORTRESS

Aura strong conjuration; **CL** 13th

Slot —; **Price** 55,000 gp; **Weight** 1 lb.

DESCRIPTION

This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door.

The adamantine walls of an *instant fortress* have 100 hit points and hardness 20.

The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (Reflex DC 19 half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage's magnificent mansion*; **Cost** 27,500 gp

IRON FLASK

Aura strong conjuration; **CL** 20th

Slot —; **Price** 170,000 gp (empty); **Weight** 1 lb.

DESCRIPTION

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a DC 19 Will save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

The command word can be given only once per day. If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile. A newly discovered bottle might contain any of the following:

d%	Contents	d%	Contents
01–50	Empty	89	Demon (glabrezu)
51–54	Large air elemental	90	Demon (succubus)
55–58	Arrowhawk	91	Devil (osyluth)
59–62	Large earth elemental	92	Devil (barbazu)
63–66	Xorn	93	Devil (erinyes)
67–70	Large fire elemental	94	Devil (cornugon)
71–74	Salamander	95	Celestial (avoral)
75–78	Large water elemental	96	Celestial (ghaele)
79–82	Adult tojanida	97	Formian myrmarch
83–84	Chaos Beast	98	Arrowhawk, elder
85–86	Formian taskmaster	99	Rakshasa
87	Demon (vrock)	100	Demon (bator) or devil (pit fiend)— equal chance for either
88	Demon (hezrou)		



CONSTRUCTION

Requirements Craft Wondrous Item, *trap the soul*; **Cost** 85,000 gp

LYRE OF BUILDING

Aura faint transmutation; **CL** 6th

Slot —; **Price** 13,000 gp; **Weight** 5 lb.

DESCRIPTION

If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week, its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for 3 days. Each hour after the first, a character playing the lyre must make a DC 18 Perform (string instruments) check. If it fails, she must stop and cannot play the lyre again for this purpose until a week has passed.

CONSTRUCTION

Requirements Craft Wondrous Item, *fabricate*; **Cost** 6,500 gp

MANUAL OF BODILY HEALTH

Aura strong evocation (if *miracle* is used); **CL** 17th

Slot —; **Price** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Weight** 5 lb.

DESCRIPTION

This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, he gains an inherent bonus from +1 to +5 (depending on the type of manual) to his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION

Requirements Craft Wondrous Item, *wish* or *miracle*; **Cost** 13,750 gp (+1), 27,500 gp (+2), 41,250 gp (+3), 55,000 gp (+4), 68,750 gp (+5)

MANUAL OF GAINFUL EXERCISE

Aura strong evocation (if *miracle* is used); **CL** 17th

Slot —; **Price** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Weight** 5 lb.

DESCRIPTION

This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, she gains an inherent bonus from +1 to +5 (depending on the type of manual) to her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION

Requirements Craft Wondrous Item, *wish* or *miracle*; **Cost** 13,750 gp (+1), 27,500 gp (+2), 41,250 gp (+3), 55,000 gp (+4), 68,750 gp (+5)

MANUAL OF QUICKNESS OF ACTION

Aura strong evocation (if *miracle* is used); **CL** 17th

Slot —; **Price** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Weight** 5 lb.

DESCRIPTION

This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48

hours over a minimum of 6 days, he gains an inherent bonus from +1 to +5 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION

Requirements Craft Wondrous Item, *wish* or *miracle*; **Cost** 13,750 gp (+1), 27,500 gp (+2), 41,250 gp (+3), 55,000 gp (+4), 68,750 gp (+5)

MARVELOUS PIGMENTS

Aura strong conjuration; **CL** 15th

Slot —; **Price** 4,000 gp; **Weight** —

DESCRIPTION

These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of *marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.





Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments. *Marvelous pigments* cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.

Items created are not magical; the effect is instantaneous.

CONSTRUCTION

Requirements Craft Wondrous Item, *major creation*; **Cost** 2,000 gp

MIRROR OF LIFE TRAPPING

Aura strong abjuration; **CL** 17th

Slot —; **Price** 200,000 gp; **Weight** 50 lb.

DESCRIPTION

This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A *mirror of life trapping* has 15 nonspatial extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a DC 23 Will save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

CONSTRUCTION

Requirements Craft Wondrous Item, *imprisonment*; **Cost** 100,000 gp

PORTABLE HOLE

Aura moderate conjuration; **CL** 12th

Slot —; **Price** 20,000 gp; **Weight** —

DESCRIPTION

A *portable hole* is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a *portable hole* is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

CONSTRUCTION

Requirements Craft Wondrous Item, *plane shift*; **Cost** 10,000 gp

RING GATES

Aura strong conjuration; **CL** 17th

Slot —; **Price** 40,000 gp; **Weight** 1 lb. each.

DESCRIPTION

These always come in pairs—two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a *ring gate*. A Small character can make a DC 13 Escape Artist check to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has a "entry side" and an "exit side," both marked with appropriate symbols.

CONSTRUCTION

Requirements Craft Wondrous Item, *gate*; **Cost** 20,000 gp

ROBE OF BONES

Aura moderate necromancy [evil]; **CL** 6th

Slot body; **Price** 2,400 gp; **Weight** 1 lb.

DESCRIPTION

This handy item functions much like a *robe of useful items* for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery, recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature (see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created *robe of bones* always has two embroidered figures of each of the following undead:

- Small goblin skeleton
- Medium human commoner skeleton
- Medium wolf skeleton
- Small goblin zombie
- Medium human commoner zombie
- Medium wolf zombie

CONSTRUCTION

Requirements Craft Wondrous Item, *animate dead*; **Cost** 1,200 gp

ROBE OF USEFUL ITEMS

Aura moderate transmutation; **CL** 9th
Slot body; **Price** 7,000 gp; **Weight** 1 lb.

DESCRIPTION

This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16–22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)

60–68	Potion of cure serious wounds
69–75	Rowboat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair (treat as riding dogs)
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

CONSTRUCTION

Requirements Craft Wondrous Item, *fabricate*; **Cost** 3,500 gp



STRAND OF PRAYER BEADS

Aura faint, moderate or strong (many schools); **CL** 1st (blessing), 5th (healing), 7th (smiting), 9th (karma), 11th (wind walking), 17th (summons)

Slot neck; **Price** 9,600 gp (lesser), 25,800 gp (standard), 95,800 gp (greater); **Weight** 1/2 lb.

DESCRIPTION

This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

Special Bead Type

Bead of blessing

Special Bead Ability

Wearer can cast bless.



<i>Bead of healing</i>	Wearer can cast his choice of <i>cure serious wounds</i> , <i>remove blindness/deafness</i> , or <i>remove disease</i> .
<i>Bead of karma</i>	Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.
<i>Bead of smiting</i>	Wearer can cast <i>chaos hammer</i> , <i>holy smite</i> , <i>order's wrath</i> , or <i>unholy blight</i> (Will DC 17 partial).
<i>Bead of summons</i>	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for 1 day. (If the wearer uses the <i>bead of summons</i> to summon a deity's emissary frivolously, the deity takes that character's items and places a <i>geas</i> upon him as punishment at the very least.)
<i>Bead of wind walking</i>	Wearer can cast <i>wind walk</i> .

A lesser strand of prayer beads has a *bead of blessing* and a *bead of healing*. A strand of prayer beads has a *bead of healing*, a *bead of karma*, and a *bead of smiting*. A greater strand of prayer beads has a *bead of healing*, a *bead of karma*, a *bead of summons*, and a *bead of wind walking*.

Each special bead can be used once per day, except for the *bead of summons*, which works only once and then becomes nonmagical. The *beads of blessing*, *smiting*, and *wind walking* function as spell trigger items; the *beads of karma* and *summons* can be activated by any character capable of casting divine spells. The owner need not hold or wear the *strand of prayer beads* in any specific location, as long as he carries it somewhere on his person.

The power of a special bead is lost if it is removed from the strand. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing* –600 gp, *bead of healing* –9,000 gp, *bead of karma* –20,000 gp, *bead of smiting* –16,800 gp, *bead of summons* –20,000 gp, *bead of wind walking* –46,800 gp.

CONSTRUCTION

Requirements Craft Wondrous Items and one of the following spells per bead, as appropriate: *bless* (*blessing*); *cure serious wounds*, *remove blindness/deafness*, or *remove disease* (*healing*); *righteous might* (*karma*); *gate* (*summons*); *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (*smiting*); *wind walk* (*wind walking*); **Cost** 4,800 gp (lesser), 12,900 gp (standard), 47,900 gp (greater)

TOME OF CLEAR THOUGHT

Aura strong evocation (if *miracle* is used); **CL** 17th

Slot —; **Price** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Weight** 5 lb.

DESCRIPTION

This heavy book contains instruction on improving memory

and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, she gains an inherent bonus from +1 to +5 (depending on the type of tome) to her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION

Requirements Craft Wondrous Item, *miracle* or *wish*; **Cost** 13,750 gp (+1), 27,500 gp (+2), 41,250 gp (+3), 55,000 gp (+4), 68,750 gp (+5)

TOME OF LEADERSHIP AND INFLUENCE

Aura strong evocation (if *miracle* is used); **CL** 17th

Slot —; **Price** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Weight** 5 lb.

DESCRIPTION

This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, he gains an inherent bonus from +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION

Requirements Craft Wondrous Item, *miracle* or *wish*; **Cost** 13,750 gp (+1), 27,500 gp (+2), 41,250 gp (+3), 55,000 gp (+4), 68,750 gp (+5)

TOME OF UNDERSTANDING

Aura strong evocation (if *miracle* is used); **CL** 17th

Slot —; **Price** 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); **Weight** 5 lb.

DESCRIPTION

This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of 6 days, she gains an inherent bonus from +1 to +5 (depending on the type of tome) to her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION

Requirements Craft Wondrous Item, *miracle* or *wish*; **Cost** 13,750 gp (+1), 27,500 gp (+2), 41,250 gp (+3), 55,000 gp (+4), 68,750 gp (+5)

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