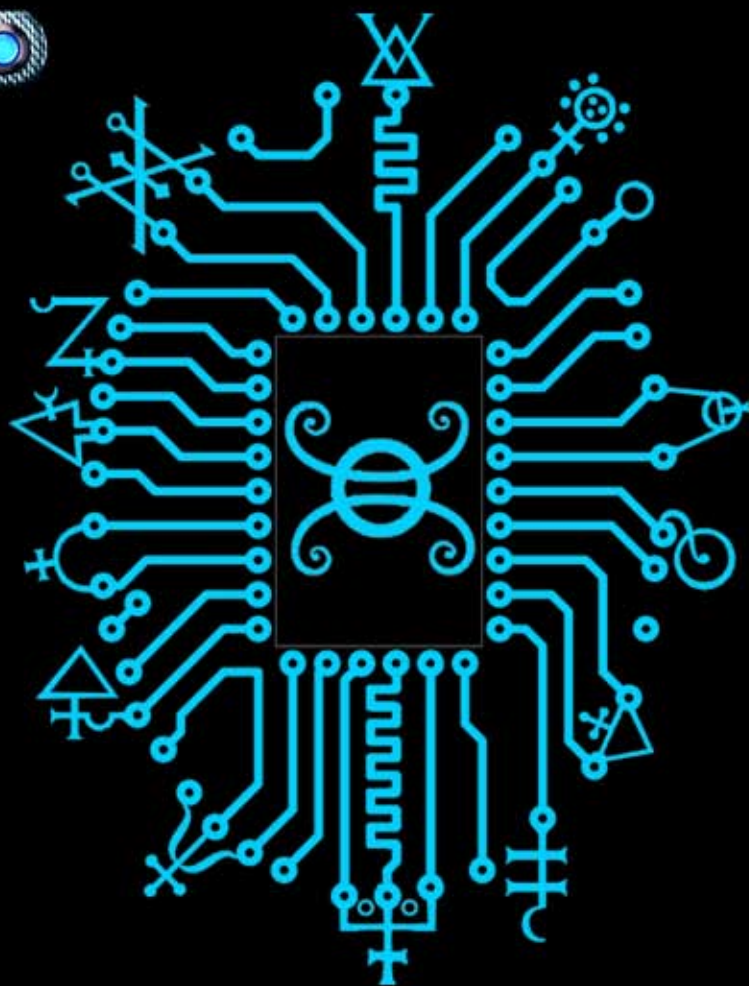


# Advanced Arcana



# Alien Magic Codex

Alex Riggs, Joshua Zaback



*Necromancers  
of the Northwest*

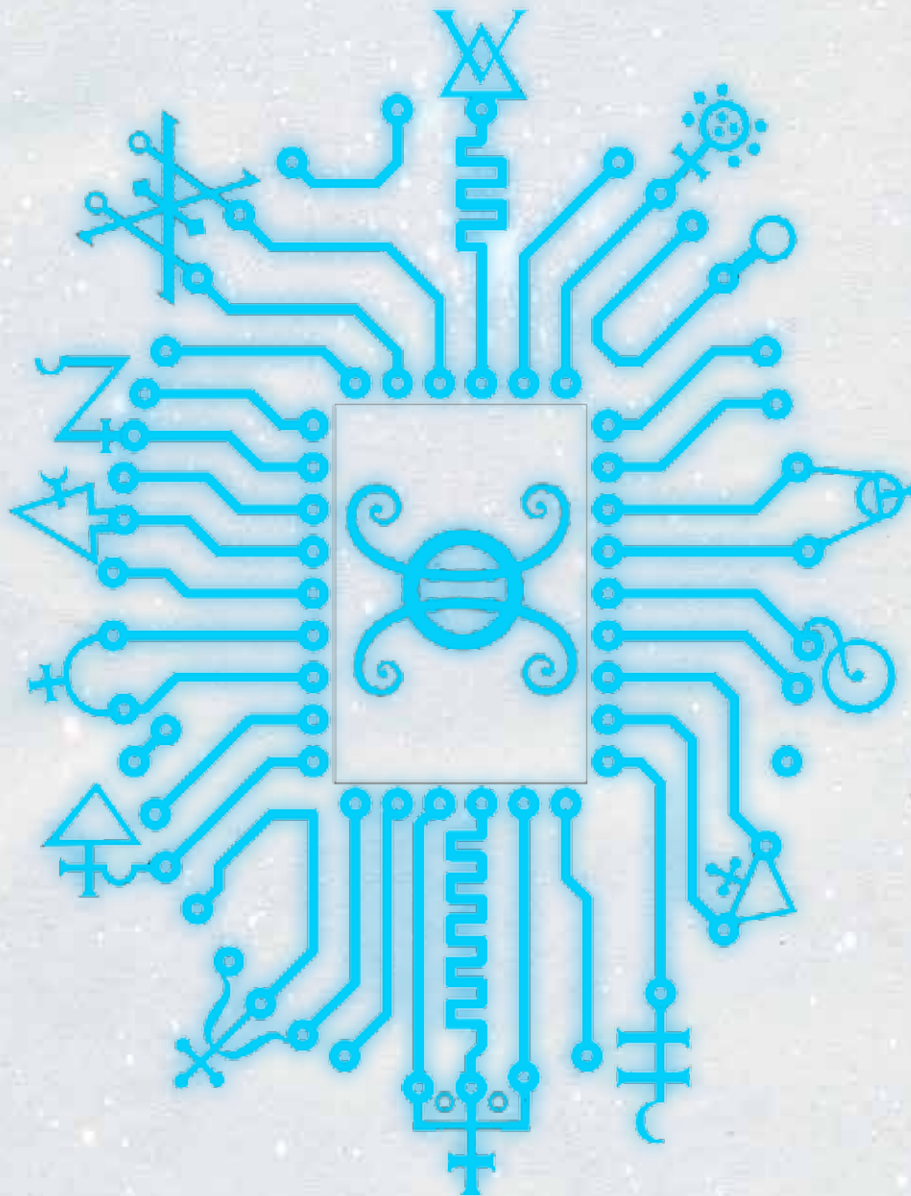
**STARFINDER**

COMPATIBLE



Advanced Arcana

# ALIEN MAGIC CODEX



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## Introduction

Where do spells come from? In the *Starfinder Roleplaying Game*, one answer you could provide is that they're part of the game rules, and were written by the game's designers to be balanced against other game options and provide for fun gameplay. And that would certainly be correct, from an out-of-character perspective. But what about within the game world itself?

In most roleplaying games, including *Starfinder*, the assumption is that each individual spell was either created or discovered (depending on how one chooses to look at such thing) by an individual spellcaster, who shared this knowledge with others by swapping spellbooks, taking on apprentices, or directly publishing and selling books of spells. Of course, books and apprentices are antiquated relics in a futuristic sci-fi setting like *Starfinder*, so instead we can imagine megacorporations with magic R&D labs producing spells in quarterly e-zines, while amateur mages post their own tweaks, hacks, and unique spells on cast-it-yourself forums, and archaeologists patiently pore over ancient, dusty tomes to rediscover spells that society has forgotten about from centuries past.

One of the things that we have always attempted to do with the *Advanced Arcana* series is to ensure that our spells had their own flavor and history, and, as much as possible, to make them feel like they were created by a mage with their own

personality and goals, and not just something to fill a book with character options. *Advanced Arcana* books have historically featured lots of spells named after specific spellcasters, which reflected the character of those casters, and long-time readers will be very familiar with the philosophical ramblings of the books' fictional author on the nature of magic and the process by which each of the various mechanical elements in each book were "discovered."

For this book, we were excited to explore how magic might be made in the *Starfinder* setting, and we were immediately drawn to the idea of alien magic. If spells reflect those who create them, which is something we've always strived for, then it makes sense that different countries, regions, and time periods would all have their own unique twists and embellishments on them. What kind of spells would aliens with four arms come up with? What about insectoid aliens with a hive mind? Can androids be creative enough to invent their own spells? These are the questions we wanted to explore.

This book presents a number of spells for each of ten different alien races, including all the races from the *Starfinder Roleplaying Game Core Rulebook* (besides humans), as well as a few of our favorites from the *Alien Archive*. Each race's spells feature a single new mechanic, as well as other spells that are thematically related to the race in question.



## Android Spells

Although androids are an artificial form of life, and owe their existence to their human creators, those that possess a greater level of independence have nonetheless gone on to produce art, literature, and even magic that is uniquely android in nature, reflecting their more rigid and logical thought processes and their innate understanding of advanced technology. Android spells have a tendency to focus on ways that magic can be used to interact with technology, and whether it is because the androids themselves are made of that same technology and so possess a more natural affinity for it, or simply because the advanced microprocessors in their brains are better able to handle the subtle and complex calculations required to interface magic and technology in just the right ways, android spellcrafters have been able to create spells that push this field to heights that other races had only been able to dream of.

One particular magical technique developed by android spellcasters is known as the rote spell. These spells mirror the android's logical and measured minds, and eliminate as many variables as possible from the spell's casting, making the spell's result as routine and predictable as possible. This strips away certain factors that might influence saving throws and saving throw DCs. Rote spells have an entry labeled "rote spell" in the spell's description, which describes the full effect. A spell with this entry is always cast as a rote spell; the effect is not optional.

### AFFECT APHASIA

**School** enchantment (mind-affecting); **Level** mystic 1

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** 1 min./level (D)

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

You strip the target of his ability to read and understand facial expressions, tone of voice, and body language, making it all but impossible for him to understand how those around him are feeling. He suffers a -10 penalty on Sense Motive checks, and a -5 penalty on Bluff, Diplomacy, and Intimidate checks.

**Rote Spell:** Created by androids, this spell exemplifies their methodical, emotionless approach to life, and minimizes the impact of luck, circumstance, and emotion on the spell's effects. When determining the spell's saving throw DC, ignore all bonuses and penalties except for the spell's level and the caster's relevant ability score modifier. When determining the saving throw bonus used by affected creatures, ignore all bonuses and penalties except for their base save bonus, relevant ability score modifier, and racial modifiers.

### COMPULSORY PERFECTION

**School** enchantment (curse, mind-affecting); **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

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

**Target** one creature; see text

**Duration** permanent

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

You plant within the target's mind a desperate need to succeed at any task that he attempts. The target is entitled to an initial Will save to resist this effect, and if he succeeds, the spell has no effect. Otherwise, whenever the target fails on a skill check or ability check that can be retried, he must succeed on a secondary Will save or be compelled to try the check again as soon as possible. This process continues until he succeeds on the check, he succeeds on a saving throw to resist the compulsion, or until it becomes clear that continuing to attempt to succeed on the check will put the target in immediate and potentially lethal danger.

If cast by a mystic, this spell can target any living creature. If cast by a technomancer, it can target only construct creatures, and loses the mind-affecting descriptor.

**Rote Spell:** Created by androids, this spell exemplifies their methodical, emotionless approach to life, and minimizes the impact of luck, circumstance, and emotion on the spell's effects. When determining the spell's saving throw DC, ignore all bonuses and penalties except for the spell's level and the caster's relevant ability score modifier. When determining the saving throw bonus used by affected creatures, ignore all bonuses and penalties except for their base save bonus, relevant ability score modifier, and racial modifiers.

### COMPUTER POSSESSION

**School** necromancy; **Level** technomancer 4

**Casting Time** 1 standard action

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

**Target** one computer

**Duration** 10 min./level (D)

**Saving Throw** Will negates (object); see text;

**Spell Resistance** yes (object); see text

You attempt to upload your consciousness into the target computer, allowing your mind to enter the computer and control it directly. If the computer is in the possession of another creature, or is intelligent in its own right, it may make a Will save to resist this effect, and if the computer has spell resistance from some source, this applies as well. In addition, if you would not ordinarily have root access to the computer, you must succeed on a Computers check to hack the computer, using either your normal Computers modifier with a +5 circumstance bonus, or a modifier equal to your caster level + your Intelligence modifier, whichever



is higher. Failure on this check indicates that your mind was unable to penetrate the computer's defenses, and the spell fails.

If you are able to penetrate the computer's defenses, your mind enters the computer and you take direct control over all of its functions and features. You see through any cameras or similar sensors equipped to the computer, hear via any microphones connected to it, can control devices that the computer can control, and so on. You can access data files stored on the computer, processing the information within them in 1/10 the normal amount of time, and can edit such files at the speed of thought. You can also control what appears on any displays connected to the computer, with a limited degree of precision. It is simple enough for you to cause text messages to appear, cause the screen to freeze, or call up an image from a file, but causing the screen to display imagery that you make up on the fly requires an appropriate Profession (artist) check (or a more appropriate skill check, at the GM's discretion). Similarly, you can cause the computer to play audio and video files, and even "speak" with simple text-to-speech software.

While your mind is in the computer, your body is helpless and vulnerable. It appears dead, and you cannot see, hear, or otherwise sense what happens to your body. As a standard action, you can shift freely back and forth between your body and the target, as long as the two are within range of one another. If the computer is destroyed while your mind is in it, the spell returns your mind safely to your body, provided it is within range. If the spell ends while your mind is in the computer, it remains trapped there, with no means of returning to your body. Your mind can potentially exist indefinitely in this fashion, existing as a sort of artificial intelligence within the computer until the computer is destroyed, your mind is deleted, or some other magic is used to restore your mind to a physical body.

If the target computer is connected to other computers (whether by wire or a wireless connection), you can attempt to send your mind to a connected computer. Doing so takes 1 minute, and requires that you overcome the secondary computer's defenses in the same fashion as the first computer. From here, you can transfer to still further computers, if desired, taking 1 minute each time you move back and forth from one computer to another. You must return your mind to the original target in order to be able to return to your body.

While your mind is inside a computer, others may attempt to use that computer. In order to maintain control, make a Computers check (using the same bonus you used when initially penetrating the target's defenses), opposed by a Computers check made by the creature attempting to operate the computer. The winner gains control over the

computer for 1 minute, during which time the other is locked out of the computer and unable to use it. You can still return from the computer to your mind while locked out in this way, but cannot transfer yourself to other computers. A creature that succeeds on one of these opposed Computers checks by 10 or more, or which succeeds on three such opposed Computers checks in a row, can attempt to delete the files containing your mind, causing you to suffer 1 point of Intelligence, Wisdom, and Charisma drain per round. If any of your ability scores are reduced to 0 in this way, your entire mind is deleted, and you are effectively dead.

### COMPUTER POSSESSION, GREATER

**School** necromancy; **Level** technomancer 6

**Casting Time** 1 standard action

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

**Target** one computer

**Duration** 1 hour/level (D)

**Saving Throw** Will negates (object); see text;

**Spell Resistance** yes (object); see text

This functions as *computer possession*, except that you download a copy of your mind into the target computer, rather than actually sending your mind itself there. The entity downloaded into the computer thinks and behaves identically to the way you did at the time the spell was cast, but does not experience anything that you experience during the spell's duration, nor do you directly experience the things it does. It acts independently of you, on its own initiative. As a general rule, it can be expected that the digital duplicate you create of yourself will act in the same way that you would want it to, although at the GM's discretion, certain factors may cause it to develop different thoughts and opinions than yours, especially the longer it exists.

Unlike with *computer possession*, the digital duplicate of your mind cannot return to your body, and remains in the computer until the spell's duration ends, at which point it automatically deletes itself. The digital duplicate can be made permanent with a special ritual that takes 1 hour to perform and requires special materials worth 10,000 credits.

### CYBERNETIC REBELLION

**School** transmutation; **Level** mystic 4, technomancer 4

**Casting Time** 1 standard action

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

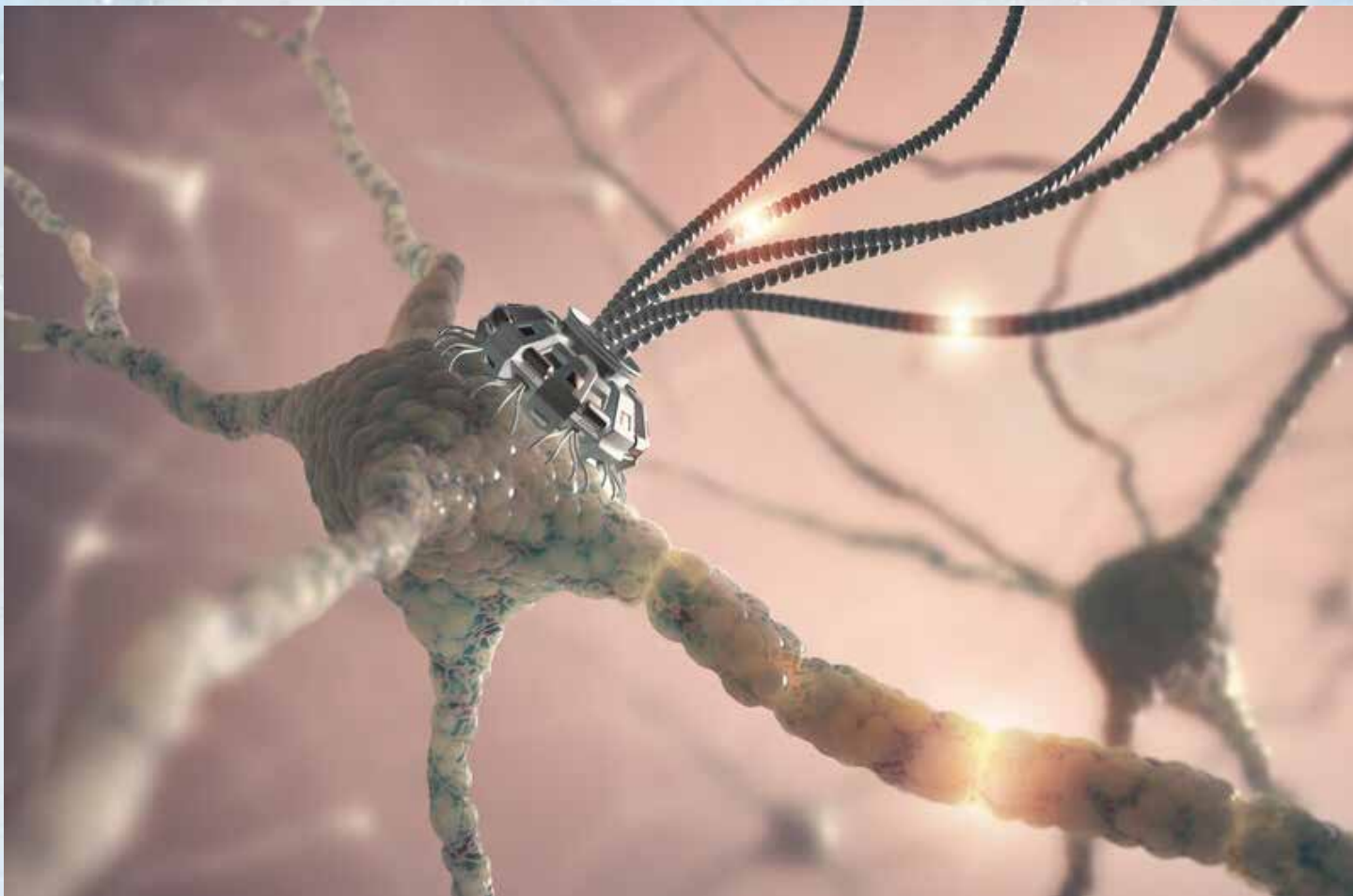
**Target** one creature

**Duration** 1 round/level (D)

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

You cause the target's cybernetic augmentations to become violently rejected by its body. Any and all cybernetic augmentations the target possesses completely cease to function for the spell's duration.





Additionally, when the spell is cast, and each round thereafter for the spell's duration, the target suffers 2d6 points of damage per cybernetic augmentation that it possesses, as its body attempts to rid itself of the foreign machinery.

**Rote Spell:** Created by androids, this spell exemplifies their methodical, emotionless approach to life, and minimizes the impact of luck, circumstance, and emotion on the spell's effects. When determining the spell's saving throw DC, ignore all bonuses and penalties except for the spell's level and the caster's relevant ability score modifier. When determining the saving throw bonus used by affected creatures, ignore all bonuses and penalties except for their base save bonus, relevant ability score modifier, and racial modifiers.

### DOWNLOAD MEMORY

**School** divination; **Level** technomancer 3

**Casting Time** 1 full action

**Range** touch

**Target** construct touched

**Duration** instantaneous

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

You download a portion of the target's memories, granting you access to them. If you are an android or another constructed creature, or if you have a datajack or can otherwise interface with computers directly, you can download these memories directly

into your mind. Otherwise, you download them onto a data chip, and need a computer to view them. Either way, once downloaded, the memories can be moved to a computer, copied, or otherwise manipulated like any other data file.

The memories generally take the form of a video (complete with audio), showing the things that the target experienced during the time in question. You can download up to 1 hour per caster level of memory each time you cast this spell, which must be in a single, contiguous block of time. The memories must be intact for you to download them in this way. Generally, most constructs only retain video memories such as this for 1 week, after which a summarized version is archived and the video footage deleted, so typically the spell can only access memories less than 1 week old, although at the GM's discretion, certain constructs may retain such memories for longer periods, or may delete them sooner.

At the GM's discretion, this spell may also be able to be cast on computers that are connected to cameras and other types of sensors, or other types of memories may be able to be downloaded. In the case of non-creature computers, their saving throw bonus is equal to twice their tier.

**Rote Spell:** Created by androids, this spell exemplifies their methodical, emotionless approach to life, and minimizes the impact of luck, circumstance, and emotion on the spell's effects.



When determining the spell's saving throw DC, ignore all bonuses and penalties except for the spell's level and the caster's relevant ability score modifier. When determining the saving throw bonus used by affected creatures, ignore all bonuses and penalties except for their base save bonus, relevant ability score modifier, and racial modifiers.

## INSTANT UPGRADE

**School** abjuration; **Level** mystic 3–6, technomancer 3–6

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** 1 round/level (D)

You imbue magical power into a suit of armor you are wearing, granting it a single upgrade. The upgrade must be one that can be applied to the armor in question, and the armor must have an unused upgrade slot. If you are an android or similar race that possesses their own armor upgrade slot, the upgrade can be applied to that slot, instead. At the end of the spell's duration, the upgrade, and all benefits granted by it, disappear. The maximum item level of the upgrade is determined by the spell level at which *instant upgrade* is cast.

**3rd:** The maximum item level of the upgrade is 3rd.

**4th:** The maximum item level of the upgrade is 6th.

**5th:** The maximum item level of the upgrade is 9th.

**6th:** The maximum item level of the upgrade is 12th.

## INVERT ORDERS

**School** enchantment (compulsion); **Level** technomancer 3

**Casting Time** 1 standard action

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

**Target** one construct

**Duration** 1 hour/level (D)

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

You place a layer of magical interference in the target construct's logic processors, causing it to invert the nature of any orders it receives. For the spell's duration, the construct treats all orders it receives (whether issued verbally, or via a remote control, console, or similar device) as though they were the opposite of what was actually ordered. For example, a construct ordered to attack a particular individual might defend that individual from, instead, or ally with the individual to attack whoever she is attacking, etc. Similarly, a construct ordered to guard a particular object might destroy

it, and so on. The exact nature of the inversion is subject to GM discretion. If no appropriate opposite comes to mind for a particular order, the construct becomes confused until a new order is issued, instead.

Once the spell's effects are deduced, nothing prevents a creature from intentionally issuing orders to the construct that are the opposite of what is actually intended, bypassing the spell's effects.

When the spell ends (whether it is dispelled, dismissed, or its duration elapses), the construct immediately stops following any orders it is currently acting under, although new orders can be issued normally.

**Rote Spell:** Created by androids, this spell exemplifies their methodical, emotionless approach to life, and minimizes the impact of luck, circumstance, and emotion on the spell's effects. When determining the spell's saving throw DC, ignore all bonuses and penalties except for the spell's level and the caster's relevant ability score modifier. When determining the saving throw bonus used by affected creatures, ignore all bonuses and penalties except for their base save bonus, relevant ability score modifier, and racial modifiers.

## LOGIC KNOT

**School** enchantment (compulsion, mind-affecting); **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** 1 round/level (D)

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

You fill the target's mind with complex logical paradoxes, which distract and may even completely overwhelm him. If the target succeeds on his initial saving throw, the spell ends with no effect. Otherwise, at the beginning of his turn each round, he must succeed on a Will save or be distracted by the spell, suffering penalties as though he were shaken (this does not otherwise count as having the shaken condition). If he fails this save by 5 or more, his mind is instead completely fixated on the logical problem, and he is dazed for that round. If he succeeds on one of these secondary Will saves by 5 or more, he is able to completely overcome the logical puzzle and the spell's effects end immediately.

**Rote Spell:** Created by androids, this spell exemplifies their methodical, emotionless approach to life, and minimizes the impact of luck, circumstance, and emotion on the spell's effects. When determining the spell's saving throw DC, ignore all bonuses and penalties except for the spell's level and the caster's relevant ability score



modifier. When determining the saving throw bonus used by affected creatures, ignore all bonuses and penalties except for their base save bonus, relevant ability score modifier, and racial modifiers.

### OMNIPRINT

**School** transmutation; **Level** technomancer 6

**Casting Time** 1 minute

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

**Effect** one object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

In order to cast this spell, you must have in your possession a computer, disc, or other form of electronic media containing blueprints and schematics for the item you wish to create. If you are an android or similar robotic construct, you may instead have such blueprints stored in your mind. You must also have sufficient materials to create the object in question, and must have both the correct volume and type of materials (for example, creating a length of wire would require a certain amount of copper and a certain amount of rubber insulation), as well as the appropriate material value of the items.

You reshape the construction materials, causing them to take the form of the chosen item. This process takes 1 minute per 100 pounds the finished item will weigh, as the item slowly constructs itself.

### REBOOT

**School** enchantment (compulsion, mind-affecting); **Level** technomancer 4

**Casting Time** 1 standard action

**Range** touch

**Target** willing creature touched

**Duration** 2d4 rounds

**Saving Throw** none; **Spell Resistance** no

You cause the target's mind to completely shut down for a moment, allowing them to potentially shake off harmful mind-affecting effects. The target is unconscious for the spell's duration. At the end of this time, the target is immediately freed from the effects of any mind-affecting effect that he was previously suffering from, except for effects with a permanent or instantaneous duration.

In the case of permanent effects, the target may make a new saving throw (at the effect's normal saving throw DC) to shrug off the effect. If successful, that effect ends immediately. Instantaneous effects cannot be undone by this spell.

### STARSHIP SYMBIOSIS

**School** transmutation (curse); **Level** technomancer 2

**Casting Time** 1 standard action

**Range** touch

**Target** starship or vehicle touched

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

You create a direct link between your mind and the controls of the touched vehicle, causing it to feel almost like an extension of your own body. You gain a +10 bonus on all Piloting checks made to operate that vehicle. If your caster level is at least 11, this bonus increases to +20, instead. However, this close symbiosis comes with a price, as any damage dealt to the vehicle feels like a wound to your own person as well. For every 5 points of damage suffered by the vehicle (after shields, hardness, and other factors), you suffer 1 point of nonlethal damage.

### TECHNOLOGICAL UPRISING

**School** transmutation (curse); **Level** technomancer 4

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** 1 day/level (D)

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

You alter the target's electromagnetic aura, causing it to interfere with nearby machinery. All computers and technological items held or used by the target have a 25% chance each round of simply failing to function. Items that cease to function in this way must be reactivated in order for the creature to continue benefitting from them. Items that fail to function for 3 consecutive rounds suffer 2d10 points of damage and cannot be used at all for 1 hour. Magic items are unaffected, but hybrid items are affected as though they were technological items. Additionally, if the target is involved in piloting a starship, that ship is treated as having the glitching condition for as long as he is part of the crew.

**Rote Spell:** Created by androids, this spell exemplifies their methodical, emotionless approach to life, and minimizes the impact of luck, circumstance, and emotion on the spell's effects. When determining the spell's saving throw DC, ignore all bonuses and penalties except for the spell's level and the caster's relevant ability score modifier. When determining the saving throw bonus used by affected creatures, ignore all bonuses and penalties except for their base save bonus, relevant ability score modifier, and racial modifiers.



# Dragonkin Spells

A species of humanoid dragons, dragon-kin are perhaps most known for their tendency to create lasting bonds with single individuals. As distant relatives of the mighty true dragons, it should come as no surprise that those dragonkin who turn their focus to the arcane arts often prove most adept at them. In much the same way that the spells of humans and elves reflect particular humanoid viewpoints and biases, the spells developed by dragonkin often reflect the nature of their creators, with draconic trappings and stylings.

One particular style of spell pioneered by dragonkin is that of partner casting, which is a natural outgrowth of the dragonkin tendency to create close, almost unbreakable bonds with specific individuals. Spells that can be partner cast allow an adjacent ally to aid in the casting of the spell, either making the spell's effect more potent, or, more often, extending the spell's effects to include the partner as well. The partner does not need to expend any magical energy to aid in this way, or even be capable of casting spells. They need only spend the required action assisting. Although these spells were developed with a dragonkin's bonded partner in mind, any ally can take part, even if they are not bonded with the caster.

## BONDED TECH

**School** transmutation; **Level** technomancer 3  
**Casting Time** 1 round  
**Range** touch  
**Target** creature touched  
**Duration** 1 minute  
**Saving Throw** none; **Spell Resistance** no

The target forms a close bond with their augmentations,, much like a dragonkin forms a bond with another character. The target gains 1d6 temporary hit points for each cybernetic augmentation they possess. As long as any of these temporary hit points remain, each augment the target has that can be used only a certain number of times each day may be used once without consuming any daily uses of that augment.

## DRAGON FLIGHT

**School** transmutation; **Level** mystic 6, technomancer 6  
**Casting Time** 1 round  
**Range** personal  
**Target** you  
**Duration** 1 hour/level

Mighty scaled wings spring from your back, which can propel you through air or even through the vacuum of space. You gain a fly speed of 120 feet with good maneuverability. When in the vacuum of space, you can focus your energy as a full action in order to assume the form of a powerful dragon, which functions similarly to a Tiny starship. The

dragon-ship is magical in nature and does not use regular systems. The size of the dragon-ship is equivalent to that of a racer and can take no crew. The dragon-ship has a number of Hull Points equal to your current hit points, has an AC equal to your EAC and a TL equal to your KAC. Your movement in this form is 8 hexes.

If *dragon flight* is cast as a mystic spell, you can make a flame-breath attack with Medium range which deals 2d6 x 10 points of fire damage, and you can make a bite attack against ships in the same hex, which deals 1d6 x 10 points of damage. Both of these attacks target AC.

If *dragon flight* is cast as a technomancer spell, you may select a single capital weapon with a cost in build points less than or equal to 3 times your caster level.

In either case, attacks made with these weapons use your ranged attack bonus.

As soon as you exit the vacuum of space, you return to your normal form, and begin to descend rapidly through the atmosphere, although the magic of the spell protects you from any damage caused as a result of re-entry.

**Partner Cast:** At any time before you finish casting this spell, adjacent allies can spend a standard action to help you cast the spell. Each creature that aided you in this way can join with your body whenever you assume dragon-ship form with this spell, as long as they are within 400 feet plus 40 feet per caster level. Creatures absorbed in this fashion can make normal crew actions, as though they were crewing a starship. When you exit the vacuum, all creatures absorbed into your dragon form return to their normal forms, and are protected from the effects of entering the atmosphere in the same way you are.

## DRAGON ROAR

**School** necromancy (fear); **Level** mystic 2, technomancer 2  
**Casting Time** 1 round  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** each opponent within range  
**Duration** 1 round/level  
**Saving Throw** Will negates; **Spell Resistance** yes

You unleash a mighty roar, causing your foes to think twice before attacking you. Each opponent that fails his Will save suffers a -2 penalty on attack rolls made against you for the spell's duration.

**Partner Cast:** At any time before you finish casting this spell, adjacent allies can spend a standard action to help you cast the spell. As long as at least one ally aids you in this way, the penalty imposed by the spell increases to -4, and each affected creature is frightened as long as they remain within 100 feet of you.



### DRAGON'S ARMORY

**School** conjuration (creation); **Level** technomancer 4

**Casting Time** 1 round

**Range** 0 ft.

**Effect** one created weapon

**Duration** 1 minute

**Saving Throw** none; **Spell Resistance** no

You create a single magic weapon which can have a total item level (including the level of the base item as well as the level of any weapon fusions) less than or equal to your caster level. The item remains in effect for 1 minute, after which time it ceases to exist.

**Partner Cast:** At any time before you finish casting this spell, adjacent allies can spend a standard action to help you cast the spell. As long as at least ally aids you in this way, if one or more of those allies is proficient with the created weapon, any character that wields that weapon is considered to be proficient with it. Further, if one of the allies that aided you in casting the spell has the Weapon Focus or Weapon Specialization feat for the type of weapon you created, any character wielding that weapon gains the benefits of those feats.

### DRAGONKIN AID

**School** transmutation; **Level** mystic 1

**Casting Time** 1 round

**Range** personal

**Target** you

**Duration** 1 minute

You gain the insight of the dragonkin into the usefulness and skill of your teammates. Whenever you use the aid another, covering fire, or harrying fire actions, you grant a +4 bonus instead of a +2 bonus.

**Partner Cast:** At any time before you finish casting this spell, adjacent allies can spend a standard action to help you cast the spell. Each ally that does so also gains the spell's benefits.

### DRAGONKIN WARD

**School** abjuration; **Level** mystic 3

**Casting Time** 1 round

**Range** touch

**Target** creature touched

**Duration** 1 minute

**Saving Throw** none; **Spell Resistance** no

You create a shield of energy around the target which protects them from the harmful effects of energy attacks. The target gains a +4 bonus to EAC against all attacks whose damage consists entirely of acid, cold, electricity, or fire damage.

**Partner Cast:** At any time before you finish casting this spell, adjacent allies can spend a standard action to help you cast the spell. Each character

that helps you cast the spell in this way becomes an additional target for the spell. Additionally, as long as at least one ally aids you in casting this spell, you may choose a single energy type, and the bonus to EAC granted by this spell is increased to +8 against attacks whose damage consists entirely of the chosen energy type.

### GREAT ALLY

**School** enchantment; **Level** mystic 1, technomancer 1

**Casting Time** 1 round

**Range** personal

**Target** you

**Duration** 1 minute/level

You become the ultimate ally, increasing your ability to help others. You grant an additional +2 bonus whenever you use the aid another, covering fire, or harrying fire actions. Additionally, whenever an adjacent ally makes an attack or is the target of an attack, you can perform the covering fire or harrying fire action as a reaction.

### HEALING HANDS

**School** conjuration (healing); **Level** mystic 3–5

**Casting Time** 1 round

**Range** personal

**Target** you

**Duration** 1 round/level

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

With a touch you can restore another character to health. This spell imbues you with mystical energy, allowing you to touch an adjacent living creature to heal its wound. The amount of damage restored depends on the level at which this spell is cast as follows.

**3rd:** As a standard action, you can heal a creature for 3d6 hit points, or as a full action, you can heal a creature for 4d6 hit points.

**4th:** As a standard action, you can heal a creature for 4d6 hit points, or as a full action, you can heal a creature for 6d6 hit points.

**5th:** As a standard action, you can heal a creature for 5d6 hit points, or as a full action, you can heal a creature for 8d6 hit points.

**Partner Cast:** At any time before you finish casting this spell, adjacent allies can spend a standard action to help you cast the spell. As long as at least one ally aids you in this way, whenever you restore hit points to a creature with this spell, you restore a number of stamina points to the target equal to your caster level.



### JEWELLED EGG

**School** conjuration (creation); **Level** mystic 1, technomancer 1  
**Casting Time** 1 round  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** one conjured item  
**Duration** permanent  
**Saving Throw** none; **Spell Resistance** no

You conjure a 12-inch tall, jewel-studded treasure in the shape of a dragon's egg, which captures the imaginations of others and can delight them and ensnare their greed. You can present the egg as a gift to another character as part of a Diplomacy check. If you do, you gain a +6 bonus on that skill check. Further, you gain a +2 bonus on all Charisma-based skill checks made against a creature in possession of the egg. The specifics of the egg's design (such as what precious metals and jewels it is made from, decorative embellishments, and so on) is up to you, but all such eggs appraise for 100 credits per caster level. You may only have one egg created by this spell in existence at a time. In order to cast this spell again, you must have the previously-created egg in your possession.

**Partner Cast:** At any time before you finish casting this spell, adjacent allies can spend a standard action to help you cast the spell. As long as at least one ally aids you in this way, the bonus on Charisma-based checks is increased to +4, and each creature that helped you cast the spell gains this bonus.

### MACHINE BOND

**School** transmutation; **Level** technomancer 3  
**Casting Time** 1 round  
**Range** touch  
**Target** object touched; see text  
**Duration** 1 minute/level  
**Saving Throw** none; **Spell Resistance** no

You form a potent bond with a single mechanical object, transposing qualities between the object and yourself. You and the object exchange hardnesses for the spell's duration, with you gaining the object's hardness, and the object gaining your hardness (typically 0). The connection between you leaves you vulnerable, however, and if the object gains the broken condition, you suffer a -2 penalty to AC and to attack and damage rolls for the spell's duration. Further, if the object is destroyed, you suffer 10d6 points of damage, regardless of your distance from the object. You can only cast this spell on objects no more than one size category larger than yourself, or two size categories smaller than yourself (Tiny to Large for Medium creatures).

### PERMANENT BOND

**School** divination; **Level** mystic 4  
**Casting Time** 1 hour  
**Range** touch  
**Target** one willing creature  
**Duration** permanent  
**Saving Throw** none; **Spell Resistance** no

You forge a permanent, spiritual bond between yourself and the target, similar to the bonds shared between a dragonkin and its partner. You and the target can communicate with one another as though you both had telepathy with a range of 100 feet. Additionally, in combat, when you are within 30 feet of the target, both you and the target roll for initiative separately, and then each use the higher of the two rolls as their result.

A creature can only be bonded in this way to a single other creature at one time. If you or the target are already bonded to another creature with this spell or the dragonkin partner bond ability, the spell automatically fails.

Unlike a true dragonkin partner bond, the effects of permanent bond can be disrupted by *dispel magic* and similar effects.

### OVERCHARGE SPELL

**School** transmutation; **Level** mystic 4, technomancer 4  
**Casting Time** 1 standard action  
**Range** close (25 ft. + 5 ft./levels)  
**Target** one creature  
**Duration** 1 round, or until discharged  
**Saving Throw** none; **Spell Resistance** no

You channel the magical energies of the cosmos into another spell as it is being cast, greatly enhancing its power. The next spell the target casts is treated as though their caster level were 2 higher than it actually is for all level-dependent aspects of that spell (including range, duration, effect, and any caster level checks made as part of the spell). If the target is currently casting a spell when you cast *overcharge spell*, then this bonus applies to the spell they are currently casting, and is increased to +4. If the target is currently casting a spell with the partner spell ability, then casting this spell also counts as aiding the target in casting that spell, in addition to *overcharge spell*'s normal effects.

### REMOVE BOND

**School** abjuration; **Level** mystic 3  
**Casting Time** 1 hour  
**Range** touch  
**Targets** two bonded creatures, at least one of which must be willing  
**Duration** instantaneous  
**Saving Throw** Will negates; **Spell Resistance** yes

Developed to allow dragonkin who bonded with a partner too rashly to move on with their lives, this







spell can sever the effects of a dragonkin's partner bond ability, as well as most other effects that form a bond between two creatures (such as the *telepathic bond* spell).

At least one of the two targets must be willing in order for the spell to function. If one party is unwilling, both targets may make a Will save, and the bond is severed if the willing target's saving throw result is equal to or greater than the unwilling target's saving throw result, or if the unwilling target's saving throw result is less than the spell's saving throw DC. Otherwise, the spell fails.

### SHARE RESISTANCE

**School** transmutation; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 1 minute/level

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

You form a powerful defensive bond with the target, allowing his strength to be yours and vice versa. You gain all the resistances to energy possessed by the target, and the target gains all resistances to energy that you possess. If either you or the target has immunity to an energy type, you gain or grant immunity to that type to the other, but only up to an amount of energy damage equal to 10 times your caster level. If either you or the target has a vulnerability to an energy type, if the other character does not share that vulnerability, then the vulnerability is lost for the duration of the spell.

### SHARE SPELLS

**School** transmutation; **Level** mystic 5

**Casting Time** 1 round

**Range** touch

**Target** creature touched

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

You establish a mystical connection to the target, allowing you to exchange spells that you normally could only cast on yourselves. You may cast spells with a range of personal on the target as though they had a range of touch, and the target may cast spells with a range of personal on you in the same fashion.

### SHELTERING EGG

**School** conjuration (creation); **Level** mystic 4

**Casting Time** 1 round

**Range** touch

**Target** creature touched

**Duration** 1 minute

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

You surround the target with a resilient, brilliantly-colored egg, which seals them off from harm. The egg provides the target with total cover from everything outside, and provides everything outside the egg with total cover from the target. The egg has a KAC and EAC of 5 + your caster level against attacks made from outside the egg, but has a KAC and EAC of 5 against attacks made from inside the egg. It has 10 hit points per caster level. Destroying the egg ends the spell immediately.

### SHELTERING PRESENCE

**School** abjuration; **Level** mystic 4, technomancer 4

**Casting Time** 1 round

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

**Target** one creature

**Duration** 1 round/level or until discharged

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

The target becomes a shining beacon of protection, allowing them to keep nearby creatures safe from harm. The target and all the target's allies within a 20-foot radius of the target gain a +6 bonus to AC. This bonus is reduced by 1 each time the target suffers damage, and if the bonus is ever reduced to 0, then the spell immediately ends. Additionally, whenever a character within the spell's range would suffer damage, the target can choose to reduce the bonus to AC provided by this spell by 1 in order to suffer that damage in place of his ally (suffering damage in this way still reduces the bonus by an additional 1, as normal).

### STAND TOGETHER

**School** transmutation; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

**Range** touch

**Target** you and up to 1 willing creature touched

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

You use magic to reinforce your bond with another creature, becoming more in tune with their nature and enhancing your combat strength. You and the target each gain a +4 bonus to attack rolls and damage rolls as long as you remain adjacent to each other. If you and the target are not adjacent, but are within 10 feet of each other, the bonus to attack and damage rolls decreases to +2. If you are more than 10 feet from the target, but within 30



feet of them, it decreases to +1. If you are more than 30 feet apart from one another, you each suffer a -2 penalty to attack rolls and damage rolls until you move closer together.

### TECH TREASURE WARD

**School** abjuration; **Level** technomancer 3

**Casting Time** 1 round

**Range** touch

**Target** computer touched

**Duration** 1 day/level

**Saving Throw** Will negates (object); **Spell**

**Resistance** yes (object)

You create a magical intelligence which lives within the targeted computer, which safeguards it from attempts at manipulation by other characters, and can deliver a powerful deterrent in the form of a burst of dragon fire. When you cast this spell, you make a special Computers check. Whenever a character attempts to hack the targeted computer, in addition to any checks they would ordinarily make, they must make a Computers check with a DC equal to the result of your Computers check. If either of their Computers checks fails, they fail to hack the device, and suffer 6d6 points of fire damage.

**Partner Cast:** At any time before you finish casting this spell, adjacent allies can spend a standard action to help you cast the spell. As long as at least one ally aids you in this way, you may either substitute that character's Computers modifier for your own when you make the Computers skill check as part of casting this spell, or gain a +2 bonus on that skill check.

### VEHICLE BOND

**School** transmutation; **Level** technomancer 2

**Casting Time** 1 standard action

**Range** touch

**Target** vehicle touched

**Duration** 1 minute/level

**Saving Throw** none; **Spell Resistance** no

You form a bond with a vehicle, much as the dragonkin form bonds with other sentient creatures. The vehicle's KAC and EAC increase to be equal to your own, and each of its movement speeds increases by an amount equal to your speed. If either you or the vehicle takes damage, half that damage is suffered by you and half by the vehicle. Additionally, as long as you have at least 50% of your maximum hit points remaining, then the vehicle does not gain the broken condition as a result of suffering damage.

### WYRM BREATH

**School** evocation (fire); **Level** mystic 1–6, technomancer 1–6

**Casting Time** 1 round

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** instantaneous; see text

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

You unleash a torrent of dragon fire, causing damage and other effects based on the level of the spell.

**1st:** Each creature in the area suffers 1d10 points of fire damage.

**2nd:** Each creature in the area suffers 2d10 points of fire damage, and targets which fail their Reflex save suffer an additional 1d10 points of fire damage on the following round from intense burns.

**3rd:** Each creature in the area suffers 4d10 points of fire damage, and targets which fail their Reflex save suffer an additional 1d10 points of fire damage on the following round from intense burns.

**4th:** Each creature in the area suffers 4d10 points of fire damage, and targets which fail their Reflex save suffer 1d10 additional points of fire damage each round until the flames are extinguished, which requires a successful Reflex save, made as a standard action.

**5th:** Each creature in the area suffers 6d10 points of fire damage, and targets which fail their Reflex save suffer 1d10 additional points of fire damage each round until the flames are extinguished, which requires a successful Reflex save, made as a standard action.

**6th:** Each creature in the area suffers 6d10 points of fire damage, and targets which fail their Reflex save suffer 3d10 additional points of fire damage each round until the flames are extinguished, which requires a successful Reflex save, made as a standard action.

If you cast this spell multiple times against the same opponents, the ongoing fire damage stacks with itself, but a single Reflex save ends all instances of ongoing fire damage which could be ended by the saving throw.

**Partner Cast:** At any time before you finish casting this spell, adjacent allies can spend a standard action to help you cast the spell. If at least one ally aids you in this way, each creature in the area suffers an additional 1d10 points of fire damage per spell level of the spell (for example, the 3rd-level version of the spell would deal an additional 3d10 points of fire damage, while the 6th-level version of the spell would deal an additional 6d10 points of fire damage).



## Drow Spells

Often referred to as dark elves, this matriarchal race of purple-skinned elves are known for their ruthless pragmatism, their sadistic tendencies, and their fondness for spiders. It should come as no surprise to anyone who has dealt with the drow that the spells invented by drow spellcasters tend to focus on means of inflicting as much excruciating pain and suffering as possible, with a tendency towards poison, webs, and other spider-like trappings.

One particular type of spell pioneered by the drow are spells that exploit weakness in their victims. These cruel spells are more effective against opponents whose will to fight is already flagging: those who are badly wounded suffer more from such spells, which can quickly finish off such opponents, freeing the drow to focus on new prey.

### AGONY WEB

**School** conjuration (creation, electricity); **Level** mystic 4, technomancer 4

**Casting Time** 1 standard action

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

**Effect** metallic, electrified webs in a 20-ft.-radius spread

**Duration** 1 min./level (D)

**Saving Throw** Reflex negates, Fortitude partial; see text; **Spell Resistance** no

*Agony web* creates a many-layered mass of strong, sticky strands of electrified cable, which trap those caught in them while also delivering painful shocks. The strands are similar to spider webs, but far larger and more durable. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Acrobatics check to escape as a standard action against the DC of the spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Acrobatics check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of the web carry an electric current, which deals 3d6 points of electricity damage to each creature in the web's area at the beginning of your turn each round, beginning the round after *agony web* was cast. A successful Fortitude save negates this damage.

The strands of an *agony web* can be destroyed, but doing so is difficult. A given 5-foot-square area of the web has hardness 15 and a number of Hit Points equal to twice your caster level. If the web is destroyed in one square, that square still counts as difficult terrain, and still damages creatures within it, but the square can be traversed without risk of becoming grappled, and any creatures currently grappled in the square are immediately freed. Further, the DC to break free of the web or avoid being caught in it is reduced by 1 for each square that is destroyed.

**Exploit Weakness:** Any creature in the spell's area whose current Hit Points are less than or equal to 1/2 their maximum Hit Points suffers a -4 penalty on saving throws, combat maneuver checks, and Acrobatics checks made to resist the spell.

### ANALYZE WEAKNESS

**School** divination; **Level** mystic 3, technomancer 3

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** instantaneous and 1 minute; see text

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

This spell grants you instant knowledge of the target's weaknesses, allowing you to easily capitalize on them. You immediately learn any weaknesses the target possesses, including vulnerability to various damage types, unique weaknesses, and the means to bypass any regeneration or damage reduction the target may possess. Additionally, your insights into the weaknesses inherent in the target's fighting style grant you a +2 insight bonus on attack rolls made against the target for 1 minute.

### COCOON

**School** conjuration (creation); **Level** mystic 2

**Casting Time** 1 standard action

**Range** touch

**Targets** restrained creature touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no



You conjure strands of spider's silk from your fingertips, which wrap themselves around the target, over and over, forming a soft white cocoon around them that is as hard as steel and clings to their form, trapping them even more thoroughly in their bonds. The DC of Acrobatics checks the target makes to escape his bonds are increased by +10, or are set to be equal to  $15 + 1\frac{1}{2} \times$  your caster level, whichever is higher. Additionally, the cocoon provides additional protection against those who would attempt to break the target free, as the cocoon must be destroyed before the other bonds restraining the target can be removed. The cocoon has hardness equal to your caster level, and a number of Hit Points equal to twice your caster level. Attempts to damage the cocoon with bludgeoning, piercing, or slashing damage must be made with care (requiring 1 minute of work per attack), or half the damage is dealt to the target, instead. The silk bonds conjured by this spell are mundane once they have been summoned, and may be able to be repurposed in other ways.

**Exploit Weakness:** If the target's current Hit Points at the time the spell is cast are less than  $\frac{1}{2}$  his maximum Hit Points, his weakened body is less able to resist the silken strands as they squeeze his body from all sides. The DC of Acrobatics checks the target makes to escape his bonds are increased by +15, or are set to be equal to  $20 + 1\frac{1}{2} \times$  your caster level, whichever is higher.

## DEATH OF A THOUSAND CUTS

**School** evocation (force); **Level** mystic 3, technomancer 3  
**Casting Time** 1 standard action  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one creature  
**Duration** instantaneous  
**Saving Throw** Reflex half, Fortitude partial; see text; **Spell Resistance** yes

You cut into the target's flesh with a thousand tiny blades of invisible force. While each cut is shallow, the sheer number of cuts can be overwhelming. The target suffers 1d4 points of force damage per caster level (to a maximum of 10d4 points of damage at 10th level). If the target fails his initial Reflex saving throw, he must also succeed on a Fortitude saving throw or be staggered for 1d4 rounds. This is a pain effect.

**Exploit Weakness:** If the target's Hit Points are less than or equal to  $\frac{1}{2}$  their maximum Hit Points after suffering damage from this spell, the target also suffers an amount of bleed damage equal to  $\frac{1}{2}$  your caster level.

## DIGITIZE POISON

**School** transmutation; **Level** technomancer 2  
**Casting Time** 1 standard action  
**Range** touch  
**Targets** one dose of poison, and one computer  
**Duration** instantaneous  
**Saving Throw** see text; **Spell Resistance** no

You transform the targeted dose of poison into a digital form, transforming it into a potent computer virus, which immediately infects the targeted computer. The computer is allowed to make a special saving throw to resist the digitized poison, at the poison's normal saving throw DC. Its bonus on this saving throw is equal to twice its tier. If the computer succeeds on this special saving throw, the digitized poison has no effect. If the saving throw is failed, the computer becomes infected, and must make continue to make saving throws based on the poison's normal frequency. With each failed saving throw, the DC to hack the computer is reduced by 5. An infected computer continues to make saving throws until it succeeds on enough saves to meet the poison's cure condition, the poison's frequency runs its course, or the DC to hack the computer is reduced to 0.

If the DC to hack the computer is reduced to 0, the computer ceases to function at all until it is successfully hacked, at which point the hacker can operate it normally.

## ELECTROWHIP

**School** conjuration (creation, electricity); **Level** technomancer 4  
**Casting Time** 1 standard action  
**Range** 0 ft.  
**Effect** one electrowhip  
**Duration** 1 round/level (D)  
**Saving Throw** Fortitude partial; see text; **Spell Resistance** see text

You conjure a whip made of crackling electrical energy. Treat this as a one-handed advanced melee weapon with the disarm, reach, and trip weapon special abilities. With each successful hit, it deals 2d4 points of slashing damage, plus an additional 1d6 points of electricity damage per 2 caster levels. If you use the electrowhip to attack a creature with spell resistance, you must attempt to overcome the spell resistance on the first attack. If you succeed, the spell overcomes the target's resistance, and the electrowhip affects that target normally for the spell's duration. If you fail, the target resists the spell, and suffers only 2d4 points of damage from each attack with the electrowhip. You are always treated as being proficient with an electrowhip you conjured. If you are disarmed of the electrowhip, it vanishes into nothingness, although you can willingly give the electrowhip to another creature if you desire, and they will be able to use it (they are not automatically treated as being proficient with it, however).



**Exploit Weakness:** Whenever you damage a creature with the electrowhip, if that creature's current Hit Point total is less than 1/2 its maximum Hit Point total, the electric shock partially numbs the target, leaving him sickened for 1 round. A successful Fortitude save negates this effect.

## EXCRUCIATE

**School** evocation (pain); **Level** mystic 4  
**Casting Time** 1 standard action  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one living creature  
**Duration** instantaneous and 1d4 rounds; see text  
**Saving Throw** Fortitude partial; **Spell Resistance** yes

You cause every single nerve in the target's body to be consumed in excruciating, debilitating pain. The target suffers 1d6 points of nonlethal damage per caster level (to a maximum of 15d6 at 15th level). Additionally, the pain leaves the target disoriented and weakened, causing him to be stunned for 1d4 rounds. A successful Fortitude save halves the damage and negates the stunned condition.

A product of the drow matriarchy, this spell is more effective against males. If the target is male, he suffers a -2 penalty on his saving throw, and any damage dice rolled as part of the spell that result in a 1 are rerolled.

**Exploit Weakness:** If the target's Hit Points are less than or equal to 1/2 his maximum Hit Points after this spell's damage is inflicted, the pain causes wracking spasms. The target automatically spends his next turn convulsing (a full-round action that provokes attacks of opportunity), even if he succeeded on his saving throw. If he fails his saving throw, he continues convulsing for the entire time he would otherwise be stunned. Either way, the exertion of the convulsions leaves the target exhausted.

## LIMNING LIGHT

**School** illusion (light); **Level** mystic 2  
**Casting Time** 1 standard action  
**Range** medium (100 ft. + 10 ft./2 levels)  
**Area** 10-ft.-radius burst  
**Duration** 1 min./level (D)  
**Saving Throw** Reflex negates; **Spell Resistance** yes

Developed by non-noble drow mystics who sought to replicate the powers of drow nobles, this spell causes each creature and object in the spell's area to exude a soft glow from every inch of their frame. You can choose the color of the light, but regardless of its color, it is always pale and not very strong: roughly equivalent to a candle. Creatures outlined by this light take a -20 penalty on Stealth checks and don't benefit from the concealment usually provided by darkness. If an affected creature is benefitting from an effect such as *invisibility*, all

others within line of sight of it become aware of its location. Many drow enclaves ban the use of this spell, as it can allow non-noble drow to pass for nobles, but drow society is slowly becoming more tolerant of its use, and in some places, it is even an open secret that some drow nobility are actually ignoble, and merely use this spell for appearances.

## MASOCHISTIC DELIGHT

**School** enchantment (mind-affecting, emotion); **Level** mystic 3  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 1 round/level (D)

You alter the way your body processes information from your nerves, causing you to experience pain as pleasure. You are immune to pain effects. Additionally, whenever you would be subject to a pain effect, you instead gain a +1 morale bonus on attack rolls, damage rolls, ability checks, skill checks, and saving throws for 1 minute. This effect stacks with itself, up to a maximum bonus of +4. Finally, as long as your current Hit Point total is less than 1/2 your maximum Hit Points, the saving throw DCs of spells you cast with the pain descriptor is increased by +2.

## PAINFUL DOMINATION

**School** enchantment (compulsion, mind-affecting, pain); **Level** mystic 6  
**Casting Time** 1 round  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one animal, humanoid, magical beast, monstrous humanoid, or outsider  
**Duration** 1 hour/level (D)  
**Saving Throw** Will negates; **Spell Resistance** yes

This spell functions as *dominate person*, except as indicated here. Whenever the target makes a saving throw to resist the spell (such as when they are forced to take actions against their nature), they do not gain a +2 bonus, and further suffer 5d6 points of damage as pain wracks their body. Each time that the target fails one of these saving throws, the pain further conditions them to obey, imposing a cumulative -1 penalty on any subsequent saving throws to resist the spell.

**Exploit Weakness:** If the target's Hit Points are less than or equal to 1/2 their maximum Hit Points, the target suffers a -2 penalty on saving throws made to resist this spell.



## SADISTIC PLEASURE

**School** conjuration (healing); **Level** mystic 1  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 1 round/level (D)

You imbue your body with malevolent, sadistic energy, which allows you to derive strength from inflicting suffering. Whenever you successfully damage a creature whose current Hit Point total is less than or equal to 1/2 their maximum Hit Points, you heal 1d6 Hit Points, and gain a +1 morale bonus on the next damage roll you make. Additionally, whenever you damage a creature with a pain effect or a spell with the pain descriptor, you gain a +1 morale bonus on the next attack roll, ability check, saving throw, or skill check that you make.

## SHADE EYES

**School** abjuration (darkness); **Level** mystic 0, technomancer 0  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 1 hour/level (D)

You create a translucent film of magical energy that covers and protects your eyes from harsh lights, without impairing your ability to see. If you have light blindness, or are otherwise negatively affected by bright lights, you are protected from such effects for the spell's duration. Additionally, you gain a +1 bonus on saving throws made to resist spells and abilities with the light descriptor.

## SHIELD OF PAIN

**School** abjuration (pain); **Level** mystic 4  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 1 round/level (D)

You surround yourself in a shimmering purple haze of concentrated pain. Whenever a creature damages you with a melee attack, that creature suffers an amount of damage equal to 1/4 the amount it inflicted on you (rounded down, minimum 1).

**Exploit Weakness:** Whenever this spell inflicts damage to a creature, if that creature's current Hit Points are less than or equal to 1/2 their maximum Hit Points, the creature must also succeed on a Fortitude save or be staggered for 1 round.

## SILKEN CABLE

**School** conjuration (creation, electricity); **Level** technomancer 2  
**Casting Time** 1 standard action  
**Range** touch  
**Targets** two technological items touched  
**Duration** 10 min./level (D)  
**Saving Throw** none; **Spell Resistance** no

You create a delicate strand of spidery silk that is capable of conducting electricity and even information like a state-of-the-art cable. The silk strand is 30 feet long per caster level, and is attached on either end to the two objects targeted by the spell, and creates a connection between them, which allows them to share energy and information. If one or both objects requires a charge to operate, they can use any charge stored in or accessible by the other object. Additionally, if both of the objects are computers, they can both be used to access all the information and modules available from either computer. The two computers determine who has root access separately, and if you would not normally be able to access a computer's module, you must still hack it in order to do so; this spell merely allows you to do so from a remote location.

The spell ends immediately if the silk cable is severed. It has hardness equal to 8 or your caster level, whichever is higher, and a number of Hit Points equal to your caster level.

## SNIPER'S EYE

**School** divination; **Level** technomancer 2  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 1 round/3 levels (D)

You enhance your focus, your hand-eye coordination, and your visual acuity as you steady your body and nerves, creating the ideal state for sniper warfare. You gain a +2 competence bonus on attack rolls made with sniper weapons. Additionally, if you score a critical hit with a sniper weapon, the attack deals an additional 2d6 points of damage, and you gain a single Resolve Point.

## TOXIC DART

**School** conjuration (creation, poison); **Level** mystic 1-3  
**Casting Time** 1 standard action  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one creature  
**Duration** instantaneous and 6 rounds; see text  
**Saving Throw** Fortitude partial; **Spell Resistance** yes





You conjure a dagger-like spike coated with venom, hurling it through the air at your target. You must succeed on a ranged touch attack to hit the spell's target. On a successful hit, the target suffers 1d4 points of piercing damage, and is exposed to a dose of a strength-sapping drow poison. This poison uses the Strength poison track, and has a DC equal to the spell's DC. The poison has a frequency of 1/round for 6 rounds, and is cured with 1 successful save.

**2nd:** When you cast *toxic dart* as a 2nd-level spell, you gain a +2 competence bonus on the attack roll, the dart deals an additional 1d4 points of piercing damage on a successful hit, and the poison's frequency increases to 1/round for 10 rounds.

**3rd:** When you cast *toxic dart* as a 3rd-level spell, you gain a +4 competence bonus on the attack roll, the dart deals a total of 3d4 points of piercing damage on a successful hit, the poison's frequency increases to 1/round for 10 rounds, and the poison is cured with 2 consecutive successful saves.

**Exploit Weakness:** If the target's Hit Points are less than or equal to 1/2 their maximum Hit Points after suffering damage from this spell, the DC of the poison is increased by +2.

## WEB BARRIER

**School** conjuration; **Level** mystic 4, technomancer 4

**Casting Time** 1 standard action

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

**Effect** 1 wall per level, each 10 ft. high, 1 ft. thick, 10 ft. long

**Duration** 1 minute/level

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

**Resistance** yes (object)

You create a long wall of sticky web-like filaments, which are nearly invisible to the naked eye and can ensnare those who get caught in their fibers. The wall created by this spell is invisible but tangible and can be detected by sonar and similar senses. The walls created by this spell appear anywhere within the spell's area and can be separate or a single contiguous structure. The web barriers have 20 hit points and a KAC and EAC of 15. Moving into the barriers causes creatures to become held fast, unable to continue movement that turn. Additionally, a creature that comes into contact with the barrier must succeed on a Reflex saving throw or become entangled and anchored to the spot. Stuck creatures can attempt to break free as a full-round action with a successful Strength check (DC 15 + your primary spellcasting ability score modifier), or a successful Acrobatics check (DC 10 + your caster level + your primary spellcasting ability score modifier).



## Gray Spells

Little is known about the mysterious and reclusive alien race known only as "grays," after the color of their skin. One intrepid salvage expedition successfully recovered some partially-readable hard drives from a crashed gray space ship, and among the data they were able to recover is what appears to be a digital spellbook used by one of the grays on the ship. As a culture that has little to no exchange of information with most of the known civilized races, the spells used by the grays were, naturally, developed completely independently of the common magical traditions. That said, there is a surprising degree of similarity in many aspects, and strong signs of parallel evolution of magical practices. Naturally, given their cultural tendencies, many of the grays' spells focus on manipulating technology and information, both to gather data for themselves and obscure it from others.

One particular magical development of the grays that has received much attention is a style of spell referred to in academic circles as "inscrutable." True to the axiom that "knowledge is power," these spells, typically offensive in nature, are more effective when used against those who fail to identify their effects and the magic involved. As with any other spell, those who watch the spell as it is cast can attempt Mysticism checks to identify the spell as it is being cast. Those that fail this check are affected differently by the spell, often to their detriment.

### ALTER INSTRUMENTS

**School** illusion; **Level** technomancer 2  
**Casting Time** 1 standard action  
**Range** touch  
**Targets** object touched  
**Duration** 1 hour/level  
**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

You can alter the information stored in a computer or alter the read-out on a sensory device or other mechanical instrument. You can erase up to 1,000 words' worth of information, or up to 1,000 characters' worth of numbers with this spell. The suppressed information either appears corrupted or simply absent. A creature interacting with this spell can make a Will save in order to disbelieve the illusion and view the information normally.

### ALTER INSTRUMENTS, GREATER

**School** illusion; **Level** technomancer 4  
**Casting Time** 1 standard action  
**Range** touch  
**Targets** object touched  
**Duration** 1 day/level  
**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

This spell functions like *alter instruments*, except as noted above, and that you may replace any suppressed data with whatever information you wish. Such information appears to onlookers to have been generated from the device through normal means.

### AUGMENTATION EXTRACTION

**School** transmutation; **Level** technomancer 4  
**Casting Time** 1 standard action  
**Range** touch  
**Targets** creature touched  
**Duration** instantaneous and 1 minute/level  
**Saving Throw** Fortitude negates; **Spell Resistance** yes

You rip the augmentations from the target's body and install them into another creature. If the target fails its Fortitude save, it suffers 2d8 points of damage for every augment currently installed in its body. Additionally, you may choose a single augmentation the target possesses, whose level is less than your caster level. That augment is immediately removed from the target and installed in another creature within 5 feet of the target.

### DUPLICATE

**School** conjuration; **Level** technomancer 5  
**Casting Time** 1 hour  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one technological item  
**Duration** 24 hours  
**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

You create an exact functional replica of a technological item, except that it is fueled by strange and alien magics. The technological item created by this spell functions normally in all ways, so long as its level is less than or equal to your caster level, though the object requires no power source and consumes no energy. Whenever the object would require a charge be expended, there is instead a 5% chance that the spell causes a rip in space-time, causing the item to implode and dealing 6d6 points of damage to each creature within 10 feet of the object. At the end of 24 hours, if it has not already imploded, the object harmlessly fades out of existence in a field of bright violet light.

### ENGULFING LIGHT

**School** illusion; **Level** mystic 3, technomancer 3  
**Casting Time** 1 standard action  
**Range** medium (100 ft. + 10 ft./level)  
**Area** 20-ft. radius  
**Duration** 1 round/level  
**Saving Throw** Will negates; **Resistance** yes

You create a flash of intense white light, obscuring all vision outside its radius. Creatures within the area must succeed on a Will saving throw or become convinced they have been swallowed by





a dimension of white light from which there is no escape, becoming unable to leave the zone of white light or see beyond it. Those affected by this spell can see other creatures in the area, but all objects are obscured, appearing as vague white contours against a white background. Creatures that succeed on the save can enter and exit the area of the light freely and can see their surroundings normally, as can creatures that were outside the area when the spell was initially cast.

**Inscrutable:** Creatures within the area that fail to identify the spell cannot see any other creature trapped within the light and believe them to have vanished from reality, preventing them from targeting other creatures or hearing anything they might say.

#### EXPERIMENTAL ASSIMILATION

**School** transmutation; **Level** mystic 3

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** 1 minute/level

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

You touch a living creature, siphoning off a portion of their flesh in order to gain their abilities. The target must succeed on a Fortitude save or immediately suffer 6d6 points of damage as their flesh is stripped from their body, and you take on some of the target's characteristics. You gain a +4

bonus to your Strength or Dexterity score, as well as any racial abilities possessed by the target, if the target is a humanoid. If the target is a non-humanoid living creature, you instead gain all the extraordinary abilities of the target. If an ability you gain through this spell has a saving throw DC, use the saving throw DC for this spell, instead of the normal DC. If the target succeeds on the Fortitude save for this spell, they merely suffer 3d6 points of damage, and you do not gain any of their characteristics.

#### HAYWIRE

**School** transmutation; **Level** mystic 3, technomancer 3

**Casting Time** 1 standard action

**Range** 40 ft.

**Targets** one object/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

**Saving Throw** Will negates (object); **Spell**

**Resistance** yes (object)

You use extradimensional energy to interfere with the functionality of magical or technological items. You choose a number of magical items, technological items, or items battery-powered (such as most energy weapons) within range, whose total number cannot exceed your caster level, and each of which do not have an item level higher than your caster level. When you cast the spell, and at the start of your turn each round, there is a 50% chance that that item simply ceases to function for



1 round: weapons don't fire, magic items lose their magical qualities, and technological items lose their abilities. The items return to working order at the end of the round, but may fail again on the next round.

**Inscrutable:** When you cast this spell, if no creature within the spell's range identifies it, then the target objects cease to function altogether for the spell's duration as long as they remain within 40 feet of you, and they are still affected by a the 50% chance to fail if they are outside 40 feet of you.

### LIGHT CLOAK

**School** illusion; **Level** mystic 2, technomancer 2  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 1 round/level

You create a field of light extending in a 10-foot radius around your body, which increases the light level in that area by 2 steps. The light is so bright, however, that those within it become mere shadows, difficult to detect, and each creature within the light field created by this spell has concealment from attacks made from outside of the light field. The light field moves with you for the duration of the spell.

**Inscrutable:** When you cast this spell, each creature which failed to identify the spell is unable to see you within the light and treats you though you were invisible.

### LIGHTWAVE TRANSPORTATION

**School** conjuration (teleportation); **Level** mystic 6, technomancer 6  
**Casting Time** 1 standard action  
**Range** long (400 ft. + 40 ft./level)  
**Targets** one creature per level, no 2 of which can be more than 30 ft. apart  
**Duration** instantaneous and 24 hours; see text  
**Saving Throw** Will negates; **Spell Resistance** yes

You create a wave of interdimensional energy capable of transporting creatures across great distances. The light wave appears around the creatures you designate as targets of the spell, enshrouding them in brilliant white light which renders them insubstantial and allows you to transport them to any point you wish, including to other planets or planes of existence. In addition to transporting the affected creatures, at any time within 24 hours of casting the spell, as a standard action, you can cause any number of affected targets within 30 feet of you to be instantly returned to the location they were in when the spell was cast. Once returned, the creature cannot be transported again by this instance of the spell. A successful Will save can be used to resist either the initial transportation or the return trip.

**Inscrutable:** Targets who fail to identify the spell become disoriented by the transportation process and do not remember how they arrived. Affected creatures lose all memories of up to 1 hour before their abduction, as well as up to 1 hour before their return (they retain any memories between these periods, if more than an hour elapses between being abducted and returned). These memories can be recovered with a successful Will save made 24 hours after the spell ends.

### MIND PROBE

**School** enchantment (mind-affecting); **Level** mystic 3, technomancer 3  
**Casting Time** 1 standard action  
**Range** touch  
**Targets** creature touched  
**Duration** instantaneous  
**Saving Throw** Will negates; **Spell Resistance** yes

You reach into the target's mind, extracting information in a painful and invasive process. You gain access to the target's mind and memories, wrenching his mental defenses apart. The target suffers a number of points of nonlethal damage equal to 3d6 + your caster level as his mind is ripped into, and you can extract up to 10 minutes of thoughts per caster level. The information you gain becomes as though part of your own memory, granting you insight into what the target recalled during the period of time you extracted. While this spell provides no insight into what information is contained in what portion of the target's memory until the casting is completed, it does allow you to target any section of the target's memory you wish.

**Inscrutable:** When you cast this spell, if the target fails to identify the spell, then he must succeed on a second Will save or be subject to having his memory manipulated in any way you choose. You can modify up to 10 minutes of the target's memory, causing him to forget events or recall events in a way he did not actually experience them, or imparting entirely new memories into the target's mind.

### PHASE BOLT

**School** evocation; **Level** mystic 2-4  
**Casting Time** 1 standard action  
**Range** medium (100 ft. + 10 ft./level)  
**Targets** one creature  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** yes

You create a bolt of phasic energy that filters in and out of reality, delivering either a blast of transdimensional static or a hard blast of solid photons. When you cast this spell, you make a ranged attack that has a 50% chance of targeting the target's KAC and a 50% chance of targeting the creature's EAC. If the spell targeted KAC, it deals an amount of bludgeoning and piercing damage to the target based on the spell's level. If the spell



targeted EAC, it deals an amount of electricity damage based on the spell's level.

**2nd level spell:** KAC 2d6 + your caster level; EAC 3d6

**3rd level spell:** KAC 2d8 + your caster level; EAC 4d6

**4th level spell:** KAC 2d10 + your caster level; EAC 8d6

**Inscrutable:** When you cast this spell, if the target did not identify it and the attack roll is sufficient to hit both the target's KAC and EAC, then the spell deals damage as though the target was hit by a bolt that deals damage as appropriate for both a KAC and EAC attack.

### PHASE SHIELD

**School** abjuration; **Level** mystic 2

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 round/level

You erect a sphere of intangible phasic energy around yourself which renders many mundane weapons useless. Whenever you are the target of an attack against your KAC, you may choose to have the attack be absorbed by the phase shield, negating the attack but causing the shield to phase out of existence until the beginning of your next turn, preventing you from using this ability until the following round. Additionally, whenever you negate an attack with the shield, it disturbs the air around you, reducing your KAC by 1 until the shield returns.

### PHASE TRANSPORT

**School** conjuration (teleportation); **Level** mystic 3

**Casting Time** 1 standard action

**Range** personal

**Duration** concentration (up to 1 round/level)

You phase out of reality and reappear at a location a short ways away. For the spell's duration, you exist out of phase with reality, on a plane of existence similar to, but at a slightly different frequency from, the Ethereal Plane. You are able to move normally in this state, and are able to pass through spaces occupied by creatures as though they were not there (you cannot, however, pass through solid objects). You are able to see and hear things in the equivalent location in the Material Plane, but these sensations are muted, making it difficult for you to make out fine detail. For example, you would be able to identify that there were two people speaking in a room, and might be able to identify that one was notably larger than the other, had a deep voice, was yelling or whispering, or wearing something bright red, but you would not be able to make out much, if anything, of what was being said or recognize their faces. When the

spell ends, you return to the equivalent location on the Material Plane of whatever location you are currently in.

**Inscrutable:** When you cast this spell, any creature that fails to identify it does not notice you leaving reality; it can still see your dimensional after-image, and may react accordingly. This after-image is illusory, but responds naturally to external stimuli. A creature that interacts with it is allowed a Will save at this spell's save DC to disbelieve the illusion.

### PHASE WEAPON

**School** transmutation; **Level** technomancer 2

**Casting Time** 1 standard action

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

**Targets** one weapon

**Duration** 1 round/level

**Saving Throw** Will negates (object); **Spell**

**Resistance** yes (object)

You alter the physical make up of a weapon, causing the weapon as well as any ammunition it fires to become shifted out of phase with reality, allowing it to ignore barriers and pass through solid objects. Attacks made with the augmented weapon, as well as any ammunition fired by the weapon, pass through most objects without difficulty, causing such attacks to ignore cover caused by inorganic objects and allowing attacks to target the EAC rather than the KAC of the target, if applicable. The weapon can also hit creatures partially shifted out of phase with reality, such as with the phase shift racial ability of the gray, as well as incorporeal creatures.

### REGROW SPECIMEN

**School** necromancy; **Level** mystic 6

**Casting Time** 1 standard action

**Range** touch

**Targets** one organ touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You can develop a full-grown creature from a single organ, resulting in a clone of the creature whose organ is the target of this spell. The newly created creature has the same physical statistics as the original, but lacks its memories and experiences, as well as any special abilities possessed by the original that were not a result of its race. Though a full-grown creature, it essentially has the mind of a newborn infant, unaware of the world or what is contained within it. The created clone is friendly towards you and your allies when you create it. The creature learns information much more quickly than other creatures and mentally matures at a rate of 1 year per day until its mind catches up to its body, provided it has access to suitable educational materials.





### SIPHON POWER

**School** abjuration; **Level** mystic 4, technomancer 2  
**Casting Time** 1 standard action  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one power source  
**Duration** instantaneous and 1 round/level; see text  
**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

You siphon the energy from a battery or other power source (including any technological item that has or uses charges) in order to enhance your own abilities. The targeted power source loses a number of charges equal to 1d6 + your caster level. For every 4 charges drained in this way, you gain a +1 bonus to attack and damage rolls and your KAC and EAC is increased by 1. These benefits last for 1 round per caster level.

### STORE MEMORIES

**School** transmutation; **Level** mystic 1, technomancer 1  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** instantaneous

You can store a portion of your memories as a luminous gas, which can be ingested by yourself or another creature later in order to grant access to the stored memories. When you cast this spell, you can choose any amount of memories to store; these memories flow out of your head in the form of a silvery gas that can be stored in any airtight container, but otherwise disperses after 10 minutes. The stored memories are lost from your mind, preventing them from being viewed by those who

can read minds, and preventing you from revealing information about your past experiences. The memories can be inhaled by yourself or another creature over the course of 10 minutes in order to grant a creature permanent access to the stored memories, which then live on only in that creature.

### TEMPORAL TOUCH

**School** transmutation; **Level** mystic 6  
**Casting Time** 1 standard action  
**Range** touch  
**Targets** creature touched  
**Duration** 2d4 rounds  
**Saving Throw** Will negates; **Spell Resistance** yes

You extend a hand and place the target in a state of greatly slowed down time, in which she is unable to act. You must succeed on a melee attack targeting EAC when you cast this spell. If the attack is successful, the target is surrounded by a vortex of temporal energy and must succeed on a Will save or be trapped in a state of slowed time. The target is unable to act, move, or take actions which affect other creatures for 2d4 rounds. Any damage the target suffers is suffered as normal during this time, but the target does not actually suffer any ill effects of the damage until *temporal touch's* duration has ended, and the target suffers any ill effects all at once upon the spell ending.

**Inscrutable:** When you cast this spell, you may force each creature that observed you casting the spell and failed to identify it to succeed on a Will save or be unable to perceive or interact with the target for the spell's duration.



# Kasatha Spells

Kasathas are a race with long and ancient traditions, and a fondness for history, mysticism, and preserving the old ways. As a people, they tend to be ponderous, and this shows in the types of spells that they have developed, many of which contain elaborate ritual and mystic elements that many modern users of magic consider outdated and unnecessary. Still, to many (especially among the kasathas), the old ways are the best, and while kasathan spellcasting has continued to grow and develop over the years, it does so at much the same pace as the rest of their society.

Perhaps the most remarkable, and, at the same time, one of the more obvious ways in which kasathan spells often differ from those created by other races is that many of their spells contain ceremonial gestures that require the use of additional appendages. While these extra gestures are optional, for each additional hand that is free and used as part of casting the spell, the spell's effect is improved in some fashion.

## CLEAR MIND

**School** enchantment; **Level** mystic 2

**Casting Time** 1 standard action

**Range** personal

**Duration** instantaneous

Centering your thoughts, you clear your mind of foreign influence and focus your mental efforts. You are immediately cured of the following conditions: confused, off-kilter, and shaken. Additionally, you may make a new saving throw to end a single mind-affecting effect you are currently suffering from, with a +1 bonus.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. For each hand you have free beyond the first, the bonus you gain on your saving throw increases by 1 (to a maximum bonus of +4 for four free hands).

## COMBAT ARMS

**School** transmutation; **Level** mystic 4

**Casting Time** 1 standard action

**Range** touch

**Targets** creature touched with 4 or more arms

**Duration** 1 min./level (D)

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

**Resistance** yes (harmless)

You enhance the target's arms, as well as his hand-eye coordination, making it effortless to operate all of his arms simultaneously. The target suffers only a -2 penalty for making a full attack action, as long as he uses that action to attack with at least two different weapons. Alternatively, if the target

makes a single attack as a standard action, he can choose to suffer a -2 penalty on the attack roll in order to use a different pair of arms to perform any task that would normally require a standard action or less, such as using a computer, drawing an object, etc. The chosen action must not involve casting a spell or making an attack roll, and it must be something that can be done with one's hands (so he could not use the action to move). If the chosen action involves a skill or ability check of any kind, he suffers a -2 penalty on that check.

## CONJURE ARMAMENTS

**School** conjuration (creation); **Level** technomancer 3-6

**Casting Time** 1 standard action

**Range** 0 feet

**Effect** one or more summoned weapons

**Duration** 1 round/level (D)

You reach through the ether and conjure a weapon into your hand. The conjured weapon must be a one-handed weapon, and must have an item level equal to or less than 7. The weapon itself is mundane, has no special properties beyond those of a standard weapon of its type, and returns whence it came when the spell ends. Weapons that make use of charges or batteries arrive fully charged.

**4th:** The conjured weapon's item level must be equal to or less than 10.

**5th:** The conjured weapon's item level must be equal to or less than 13.

**6th:** The conjured weapon's item level must be equal to or less than 16.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. For each hand you have free beyond the first, you may choose to conjure an additional weapon into that hand.

## DANCE OF A DOZEN ARMS

**School** illusion; **Level** technomancer 4

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 round/level (D)

An example of convergent design, this spell was created by the kasathas prior to making contact with other races, and is similar to, but slightly different from, the more common *mirror image* spell. Because it offers certain advantages over *mirror image*, some kasathas and other creatures with more than two arms continue to use the spell to this day.

You create an illusory double of you that inhabits your square. This double makes it difficult for enemies to precisely locate and attack you. The



image remains in your space and moves with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets the image, instead. If the attack hits, roll randomly to see whether the selected target is real or a figment. If the figment is hit, it is not destroyed, but anyone observing you can identify that the figment is not you, and the figment is not included in any future rolls to randomly determine who is hit.

Opponents can spend a move action studying you to attempt to discern which image is the real you. This requires a successful Perception check (DC 10 + your caster level + your Intelligence modifier). On a success, that creature identifies the real you, and ignores any chance of hitting figments.

As a standard action, you can cause the figment to merge into you and then re-emerge, making it once again impossible to tell which of you is which (and negating any successful hits against the image or Perception checks to identify which of you is real).

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. For each hand you have free beyond the first, you create one additional image (to a maximum of 4 images with four hands free).

### EXTRA ARMS

**School** transmutation; **Level** mystic 3  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 10 min./level (D)

You cause an extra pair of fully-functional arms to grow from your body. As with creatures that naturally possess extra arms, these arms increase the number of items you can have at the ready, but do not increase the number of attacks you can make during combat. They do, however, provide a +4 bonus on Acrobatics checks made to balance or escape, as well as on Athletics checks made to climb or swim. If you are not holding anything in these extra arms, they also count towards the number of hands you have free.

### FIERY FINGERS

**School** evocation (fire); **Level** mystic 1  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 1 round/level, or until discharged (D)  
**Saving Throw** none; **Spell Resistance** yes

You cause your hands to burst into mystic blue flames, which do not harm you, but which you can use to punish your foes. At any time during the spell's duration, as a standard action, you can make a melee attack against the target's EAC. If the attack hits, it deals 5d6 points of damage, half

of which is fire damage, and the other half is divine in nature and not subject to energy resistance or immunity. If you use your hand to touch, hold, or manipulate any creature or object, the flame in that hand vanishes. If desired, you may make a single attack with this spell as part of the same action used to cast it.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. Each hand that is free at the time the spell is cast becomes wreathed in flame (to a maximum of four hands), and the spell is not discharged until the flames from each separate hand have been dissipated. Each attack requires a separate standard action, although you can use the full attack option to attack with two hands at once, as normal for making a full attack.

### FOREWARNING

**School** divination; **Level** mystic 3  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 1 round/level, or until discharged (D)

You peer a handful of seconds into the future, allowing you to see threats before they are unleashed against you. You gain a +4 bonus on initiative checks. Additionally, at any time during the spell's duration, you can discharge the spell to accomplish any of the following:

- Force an attacker to reroll a successful attack roll made against you that did not result in a critical hit.
- Treat a critical hit scored against you as a regular hit, instead.
- Reroll a failed Reflex save.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. For each hand you have free beyond the first, you may use the spell to gain one of the above effects one additional time before the spell is discharged (allowing two uses if you have two hands free, or three uses if you have three hands free, to a maximum of four uses with four hands free).

### FOURFOLD WARD

**School** abjuration; **Level** mystic 2  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 1 round/level (D)

Drawing mystic sigils in the air around you, you grant yourself one of the following defensive benefits.



- You gain a +4 bonus to KAC.
- You gain a +4 bonus to EAC.
- You gain 5 points of acid, cold, electricity, or fire resistance (you choose which type of energy you are resistant to).
- You gain DR 5/magic.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. For each hand you have free beyond the first, you may choose one additional benefit from the list.

## HYPER JUMP

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

**Casting Time** 1 round

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

**Targets** all creatures and objects in the spell's area

**Area** see text

**Duration** instantaneous

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

Tapping into energies similar to those that power the mysterious hyperspace drives, this spell allows you to rip creatures and objects from the surrounding area and transport them to a nearby location. This functions similarly to the spell *dimension door*, except that all creatures and objects within the spell's area are affected. An unwilling creature that succeeds on its saving throw remains, keeping all worn and carried possessions on his person with him. Unlike *dimension door*, there is no limit to how many creatures can be transported, nor their size.

Transported creatures and objects maintain their spatial relationship to you at the point of arrival (so an object 10 feet south of you when the spell is cast will arrive 10 feet south of you at the destination). If this would cause a creature or object to appear inside another creature or object, both creatures suffer 2d6 points of damage, and the transported creature is shunted to the nearest unoccupied space.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell, and the number of free hands that you have determines the spell's area, as outlined on the table below:

TABLE 5-1: HYPER JUMP AREA

FREE HANDS	AREA
1	10-ft.-radius centered on you
2	30-ft.-radius centered on you
3	60-ft.-radius centered on you
4 or more	120-ft.-radius centered on you

## HYPNOTIC HANDS

**School** enchantment (mind-affecting); **Level** mystic 3, technomancer 3

**Casting Time** 1 round

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

**Targets** one or more living creatures; see text

**Duration** concentration + 1d3 rounds, up to 1 min./level

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

Using a series of hypnotic hand gestures, you use mystical energy to lull the target into a false sense of complacency. The target is fascinated for the spell's duration, causing them to stop and stare blankly at you. As with any fascinated creature, the target can take no actions, and suffers a -4 penalty on skill checks made passively. Any potential threat, including the approach of a hostile creature, allows the target a new saving throw to resist the effect, and any obvious effect, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically ends the condition for that target. Unlike most fascination effects, if the target's ally attempts to shake him free of the effect, he is only entitled to a new saving throw, rather than ending the effect automatically.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. For each hand you have free beyond the first, you may target one additional creature within the spell's range (to a maximum of 4 targets with four free hands).

## KASATHAN FLAME PILLARS

**School** evocation (fire); **Level** mystic 4

**Casting Time** 1 standard action

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

**Area** one or more 5-ft.-diameter cylinders, 20 ft. high

**Duration** instantaneous

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

You create a well of mystical blue flame, which shoots upwards into the sky. This column of fire deals 12d6 points of fire damage to each creature in the spell's area, half of which is fire damage, and half of which is divine in nature and not subject to fire resistance or immunity. A successful Reflex save halves the damage.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. For each hand you have free beyond the first, you may create one additional pillar of flame (to a maximum of four pillars with four free hands). Each of these pillars must be within 30 feet of each other pillar created by the spell. For each pillar created beyond the first, the damage inflicted by each pillar is reduced by 2d6 (so two pillars would each deal 10d6 points of damage, three pillars would each deal 8d6 points of



damage, and four pillars would each deal 6d6 points of damage).

## MYSTIC UNRAVELING

**School** abjuration; **Level** mystic 4

**Casting Time** 1 standard action

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

**Targets** one creature, object, spell, or spellcaster

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

With this spell, you are able to see and manipulate delicate strands of magical energy, allowing you to easily unravel a single spell. This functions as the spell *dispel magic*, except that if the result of your caster level check exceeds the DC by 5 or more, you can choose another target within range and attempt to dispel it as well, as though with the targeted dispel version of *dispel magic* (you may do so even if the initial use of the spell was to counter another spell). You must make a new caster level check for the second target. You may continue choosing new targets each time the result of your caster level check exceeds the DC by 5 or more.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. For each hand you have free beyond the first, you gain a +1 bonus on caster level checks made with this spell. When using the counter version of the spell, this bonus is instead equal to the number of hands free that you have in excess of the spell's caster (for example, if the caster had no hands free and you had 2 hands free, you would gain a +2 bonus).

## POWER OF STILLNESS

**School** transmutation; **Level** mystic 3

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 round/level (D)

You bend time around yourself, slowing your mind and body in order to achieve clarity of movement and purpose, harnessing the sacrificed time to empower you. You are staggered and move at half your normal speed (rounded down to the next 5-foot increment). This counts as a *slow* effect for the purposes of interacting with spells like *haste* and *slow*.

You gain a +3 circumstance bonus on attack and damage rolls, and gain DR 3/—.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. For each hand you have free beyond the first, the bonus on attack and damage

rolls increases by +1, and the damage reduction granted by the spell increases by 1 as well (to a maximum of +6 on attack and damage and DR 6/—).

## TABOO

**School** necromancy (curse); **Level** mystic 6, technomancer 6

**Casting Time** 1 round

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

**Targets** one living creature or one construct; see text

**Duration** permanent

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

You impose a taboo on the target, mystically restricting them from performing a certain action. You can choose any action you desire to prohibit, but if refraining from the action would be obviously suicidal (such as barring the subject from breathing, or from moving, etc.), the spell fails automatically. Thus, you can bar the subject from initiating combat, but if you order him not to defend himself, the spell will end if he is ever attacked. Similarly, ordering the target not to leave a particular room is acceptable, but if starvation becomes a concern, the spell will end and the target will be able to leave. The prohibition can be general or specific, but in the case of vaguely worded taboos, the benefit of the doubt is generally given to the target, allowing him to act in cases where it is unclear if he can act or not.

Once per day, when the target attempts to perform the forbidden action, he can make a Will save in order to be able to bypass the restriction for that day. However, even if he succeeds, he still suffers for breaking the taboo, and is sickened for the rest of the day. A *break enchantment* spell can be used to end the spell's effects, but any attempt by the target to cast this spell himself to remove *taboo* automatically fails, and the target is prevented from asking for a *break enchantment* spell or talking about the *taboo* in the same fashion that he is barred from taking the prohibited action.

**Ceremonial Casting:** Created by kasathas, this spell makes use of elaborate and ponderous arcane hand gestures. You must have at least one hand free to cast this spell. For each hand you have free beyond the first, the spell's saving throw DC is increased by 1, and the DC of any caster level checks to end the spell increases by 1 (to a maximum increase of +3 for having four free hands).



# Lashunta Spells

Even amongst other races with limited telepathy, the lashunta are largely considered the most empathic of the major races, in part due to their natural charisma. Historically speaking, psychic spellcasting traditions have a much greater prominence in the history of lashunta culture than the arcane and divine traditions that were more common amongst many of the other races, and few if any lashunta spells have ever made use of the sorts of verbal components many other races incorporated historically into their magic. It should come as no surprise that lashunta magic tends to focus on spells that manipulate or interact directly with the mind, although there are obviously exceptions. The dual nature of the race, comprised of multiple different sub-races with very different outlooks, attitudes, and physical characteristics, also lends itself to a greater variety in the types of spells that lashuntas as a whole have developed.

One particular type of spell that is largely unique to the lashunta spellcasting tradition are spells that can be augmented by those with telepathic abilities. These psychic augment spells can be cast by anyone, but, if cast by a creature with limited telepathy, they can be cast in a way that directly impacts the target's mind, making the spell's effect more potent. Because this version of the spell relies heavily on a psychic component, however, it is more easily disrupted, and the target receives an additional saving throw (typically a Will save), to disbelieve the spell's entire effect. As a result, the option tends to be used only by those who are confident in their abilities as spellcasters.

## ALTER GENETICS

**School** transmutation; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

**Range** touch

**Targets** creature touched

**Duration** 1 minute/level

**Saving Throw** Fortitude negates; **Spell**

**Resistance** yes

You alter the target's genetics, causing it to adopt a specialized genetic form similar to that of the lashunta. When you cast this spell, you can choose either physical adept or mental adept, and provide adjustments to the target according to that choice.

*Physical Adept:* The target gains a +2 bonus to its Strength and Constitution scores and suffers a -2 penalty to Wisdom. Additionally, the target gains an additional 2d10 stamina points. These stamina points remain until expended, or until the spell's duration ends, whichever comes first. If the target recovers stamina points prior to the spell ending, these points are not replenished.

*Mental Adept:* The target gains a +2 bonus to its Intelligence and Wisdom scores, but suffers a -2 penalty to Constitution. Additionally, the target can choose a single trained class skill it possesses, and gains a +2 bonus on that skill check. This bonus is increased to +4 if that skill is Intelligence-, Wisdom-, or Charisma-based.

## BLOCK EMOTIONS

**School** enchantment; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** 1 hour/level

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

The target becomes walled off from emotions, making him cold and machine-like. The target suffers a -4 penalty to Wisdom and Charisma; a successful Will save negates this effect. Additionally, the target suffers a penalty on all Charisma-based skill checks equal to 1/2 your caster level and gains a +2 bonus on saving throws against mind-affecting effects. There is no saving throw against this portion of the spell.

**Psychic Augment:** As long as you have limited telepathy, when you cast this spell you may use telepathic energy to make the target of this spell to forget who his friends and enemies are, losing all compassion and malice for those around him. If you do, the target takes no actions in combat unless he is directly attacked or forced to cast a spell. Creatures can attempt to use Diplomacy to convince the target to help them, and a creature who becomes friendly with the target can ask him for aid in battle. If you cast the spell in this way, the target receives an additional Will save to completely negate the effects of this spell.

## CYBER PSYCHOSIS

**School** enchantment (compulsion, mind-affecting); **Level** technomancer 4

**Casting Time** 1 standard action

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

**Targets** one creature with a cybernetic implant

**Duration** see text

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

You attempt to control the cybernetic systems implanted in an individual, causing them to lose control of their body. The target must succeed on a Fortitude save each round or suffer 3d6 points of electricity damage from biomechanical feedback and act as though confused for 1 round. This spell lasts for a number of rounds equal to 1/2 the sum of all the levels of cybernetic augmentations the target possesses, to a maximum duration of 1 round per caster level.



**Psychic Augment:** As long as you have limited telepathy, you may attempt to use telepathic energy when you cast this spell to control the subject directly whenever the machines go haywire. If you do, then each round the target fails a Fortitude save, you gain control of them as though they had been affected by the spell *dominate person* for 1 round. You can dominate creatures in this way even if they are not humanoids (this does not allow you to affect creatures that would otherwise be immune, such as those immune to mind-affecting effects). If you cast the spell in this way, the target receives an additional Will save to completely negate the effects of this spell when it is initially cast.

### EDUCATIONAL EDGE

**School** transmutation; **Level** mystic 4, technomancer 4

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 minute/level

You unlock the secrets of your vastly superior education in order to easily overcome those fools who cherish unhoneed talent. Choose a single creature within 30 feet. If you have more ranks in a Strength-based skill than the chosen creature, you gain a +2 bonus on attack and damage rolls against them. If you have more ranks in a Dexterity-based skill than the chosen creature, you gain a +4 bonus to your EAC against ranged attacks made by the chosen creature. If you have more ranks in an Intelligence-based skill than the chosen creature, then the saving throw DC for any spell you cast that affects only that creature is increased by +1. If you have more ranks in a Wisdom-based skill than the chosen creature, you gain a +2 bonus on saving throws made to resist mind-affecting spells and abilities of that creature. Finally if you have more ranks in a Charisma-based skill than the chosen creature, you gain a +3 bonus on Charisma-based skill checks made against that creature.

### GARBLED SPEECH

**School** illusion (figment); **Level** mystic 1

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** concentration

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

You disturb the sound waves around the target, causing their words to be lost as meaningless sounds. Any time the target speaks, their words are converted into meaningless noise of your own design. Each creature listening to the target can attempt a Will save each round to make out what the target is saying that round.

**Psychic Augment:** As long as you have limited telepathy, you may assault the target's mind when you cast this spell in order to directly control what they say. If you do, then whenever the target speaks, you can force them to succeed on a Will save or say whatever you please for 1 round. If the target succeeds this Will save, you may still choose to have their words be garbled by this spell. If you cast the spell in this way, the target receives an additional Will save to completely negate the effects of this spell.

### HACK MIND

**School** divination; **Level** technomancer 6

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** 1 day/level

**Saving Throw** Fortitude negates; **Spell**

**Resistance** yes

You conjure tiny nanobots, which can read bioelectrical signals and transmit information from one brain to another using specialized radio waves. The target must succeed on a Fortitude save to fight off your nanites, or else they establish a backdoor connection to the target's mind, allowing you access to all of its thoughts and memories. You can instantaneously call up any information possessed by the target as a free action, as long as you are on the same planet as the target (or within an equivalent distance). While this spell grants you access to everything the target knows, it does not allow you to use the target's skills and feats, nor to cast spells the target knows and has prepared.

**Psychic Augment:** As long as you have limited telepathy, you may use telepathic energy when you cast this spell to guide your nanites and more effectively rip information from the target. When you cast the spell in this way, you may choose a single feat the target possesses and a single skill the target has at least 1 rank in. You gain that feat as a bonus feat and gain a number of ranks in that skill equal to the number of ranks possessed by the target. As a full action, you can change the bonus feat and skill gained in this way. You may never have more than one bonus feat or one skill received from this spell, regardless of the number of creatures affected by it. If you cast the spell in this way, the target receives an initial Will save to negate its effects, and each time you change the bonus feat gained from this spell or choose to gain ranks in a new skill, the creature possessing that feat or skill is allowed a new Will save to negate the effects of this spell.





### MIND TWIST

**School** enchantment; **Level** mystic 4  
**Casting Time** 1 reaction  
**Range** medium (100 ft. + 10 ft./level)  
**Targets** one creature  
**Duration** 1 round/level  
**Saving Throw** none; **Spell Resistance** no

You twist the mental energy of a mind-affecting spell into a useless mass of energy. You may cast this spell as a reaction whenever a creature within range casts a spell with the mind-affecting descriptor. When you do, make an opposed caster level check against the other caster. If you succeed, the spell energy of the target caster's spell is wasted, effectively countering her spell. Even if you fail to counter the spell, the saving throw DC of that spell is decreased by 2.

**Psychic Augment:** As long as you have limited telepathy, when you cast this spell, you may instead choose to use telepathic energy to turn the spell back on its caster. If the caster level check is successful, the target caster's spell is turned back on the caster as though you had cast it on her, using your own spellcasting ability score modifier for the spell's saving throw DC. If you cast the spell in this way, the target receives an additional Will save to completely negate the effects of this spell when you initially cast it.

### REALITY SPASM

**School** divination; **Level** mystic 6  
**Casting Time** 1 standard action  
**Range** 30 ft.  
**Area** 30-ft.-radius burst centered on you, which moves with you  
**Duration** 1 minute/level or until discharged  
**Saving Throw** none; **Spell Resistance** no

You alter reality around you, allowing you to force people and things into alternate futures to achieve the results you want. At any time during the spell, you can force a creature within the spell's range reroll a single attack roll, saving throw, skill check, or ability check they just made. Unless you target yourself, the target must take the new result. If you target yourself, you may choose which result to take. Once you have forced a number of rerolls equal to 1/2 your caster level, the spell is discharged and ends.

**Psychic Augment:** When you cast this spell, as long as you have limited telepathy, you may use telepathic energies to show potential futures to individuals and encourage them to walk down the path of your choosing. If you do, you make a number of d20 rolls equal to 1/2 your caster level as part of casting this spell, and record the results. Whenever a creature within the spell's range makes an attack roll, saving throw, skill check, or ability check, you may choose to have that creature substitute one of the recorded results for the d20



roll. If you do, you may not use that recorded result again for the duration of the spell. If you use this ability on an unwilling creature, they may attempt a Will save to resist the effect.

### REJECT ORGANS

**School** necromancy; **Level** mystic 5

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **Spell**

**Resistance** yes

You cause the target's body to reject its own organs, causing terrible nausea and sickness as their own body turns on itself. The target becomes nauseated and sickened for a number of rounds equal to your caster level. However, at the beginning of each of the target's turns, they may attempt a new Fortitude save to resist being nauseated that round.

**Psychic Augment:** As long as you have limited telepathy, you may use telepathic energy when you cast this spell to cause a more violent reaction in the target's body as their own natural biological defense systems begin eating their organs. If you do, then whenever the target becomes nauseated as a result of this spell, they suffer 1 point of Constitution drain. When you cast the spell in this way, the target receives an additional Will save to completely negate the effects of this spell, and also receives an additional Will save to end the spell whenever they make a Fortitude save to avoid being nauseated that round.

### SHRILL RINGING

**School** evocation (sonic); **Level** mystic 4, technomancer 4

**Casting Time** 1 standard action

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

**Area** 20-ft.-radius burst

**Duration** 1 round/level

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

You create a powerful, high-pitched wail that hangs in the air, causing ear-rupturing sound bursts each round. All creatures in the area are deafened and suffer 2d6 points of sonic damage at the beginning of their turn each round. A successful Fortitude save each round negates the deafened condition and halves the damage. The sonic field does not move and is invisible, but can be heard from the outside. A creature that enters the field is affected as though they had started their turn within it.

**Psychic Augment:** As long as you have limited telepathy, you may instead choose to cast this spell using telepathic energy in order to create a terrible ringing sensation in the minds of any number of creatures in the spell's area. If you do,

each creature suffers damage and is deafened each round, with a Fortitude save to halve the damage and negate the deafened condition. However, the general area remains free of harmful sonic fields; only your specific targets are affected. If you cast the spell in this way, each creature may attempt a Will save to negate its effects entirely.

### SCHOLAR'S DATASPHERE

**School** conjuration (creation); **Level** technomancer 3

**Casting Time** 1 standard action

**Range** 0 ft.

**Effect** one datasphere

**Duration** 1 day/level

**Saving Throw** none; **Spell Resistance** no

You create an upgraded datasphere out of high-end junk. This datasphere functions as a teacher's datasphere, except that it also allows a creature to take 10 on checks made to recall knowledge, or to take 20, assuming that the creature has at least 1 hour to study the datasphere. Finally, the datasphere can be used to record both visual and auditory information to be played back later. It has enough storage capacity to hold up to 1 hour of footage per caster level, which can be transferred to data chips or uploaded onto other devices via a wireless internet connection.

### STUDENT'S DATASPHERE

**School** conjuration (creation); **Level** technomancer 1

**Casting Time** 1 standard action

**Range** 0 ft.

**Effect** one datasphere

**Duration** 1 day/level

**Saving Throw** none; **Spell Resistance** no

You conjure into existence a dull grey sphere of magical machinery, metal, and junk parts, which helps to store and retain information. Whenever a creature holding the sphere makes a skill check to recall knowledge, he gains a +2 bonus on that skill check. Additionally, a creature in possession of the datasphere created by this spell can attempt untrained checks to recall knowledge at any DC.

### TEACHER'S DATASPHERE

**School** conjuration (creation); **Level** technomancer 2

**Casting Time** 1 standard action

**Range** 0 ft.

**Effect** one datasphere

**Duration** 1 day/level

**Saving Throw** none **Spell Resistance** no

You create a potent device for transmitting your knowledge out of worthless junk parts. The holder of this device can use your skill bonus +2 when attempting to recall knowledge, and can attempt to make knowledge skill checks with a DC of higher



than 10 untrained. Additionally, the holder of a *teacher's datasphere* can always use aid another to help another creature to recall knowledge. It is a standard action to use the datasphere in this way, and enhances the next check made by the target before the end of their next turn.

### VERTIGO

**School** enchantment (compulsion, mind-affecting);

**Level** mystic 1

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** 1 round

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

You throw a blast of confusing psychic energy at the target, disorienting her. The target must succeed on a Fortitude save or suffer from intense vertigo, leaving her disoriented for one round and preventing her from moving (but not from taking other actions). Even if the target succeeds on the Fortitude save, she is unable to take the guarded step or withdraw actions

**Psychic Augment:** As long as you have limited telepathy, you can attempt to directly transmit the feelings of vertigo into the target's mind when you cast this spell. If you do, then the duration of the spell increases to 1 round per 2 caster levels, and even if the target succeeds on her Fortitude save, she is too disoriented to move where she wants to. Instead, whenever the target moves, you choose the path she takes. If you direct the target to move in a way that would provoke an attack of opportunity or lead her to direct harm (such as directing her off a cliff), then the target receives a new Will save to end the effect. When you cast the spell in this way, the target receives an additional Will save to completely negate the effects of this spell.

### VIOLET FLAMES

**School** evocation (fire); **Level** mystic 2

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** instantaneous

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

You engulf the target in a field of purple magical flames which burn them and illuminate them. The target suffers 3d6 points of fire damage and loses any concealment he is benefitting from (including total concealment caused by invisibility or darkness, but not that caused by an interposing solid opaque barrier). The target also suffers a penalty to his KAC and EAC equal to 1/2 your caster level, rounded down, for 1 round.

**Psychic Augment:** As long as you have limited telepathy, when you cast this spell, you may choose to assault the target's mind in addition to the physical world. If you do, the target remains on fire for 1 round per 2 caster levels, suffering an additional 2d6 points of fire damage at the end of each round. The target still loses any concealment he is benefitting from and suffers the penalty to AC until the end of the spell's duration. If you cast the spell in this way, the target receives an additional Will save to completely negate the effects of this spell.

### WHIRLING COGS

**School** conjuration (creation); **Level** technomancer 3

**Casting Time** 1 standard action

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** instantaneous

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

You cause particles in the air to coalesce and form into whirling, electrically charged disks. All creatures in the area suffer 4d6 points of bludgeoning damage and 4d6 points of electricity damage. A successful Reflex save halves this damage. Any creature that suffers 20 or more points of damage from this spell is also staggered for 1 round.

**Psychic Augment:** As long as you have limited telepathy, you can increase the suffering of those caught in your cone. If you do, then any creature damaged by this spell gains the bleeding condition and suffers 2d6 points of bleed damage each round. If you cast the spell in this way, the target receives an additional Will save to completely negate the effects of this spell.



## Shirren Spells

The shirren are an interesting case when it comes to the development of spellcraft, because what we currently think of as shirren spellcasting traditions began relatively recently, among those shirren that separated themselves from the mindless, ravenous hive that constitutes the rest of their race. This means that unlike most other races, shirren were never able to develop their own magical cultures and traditions without the influence of other races, but rather did so in the shadow of much larger magical traditions dating back millennia. Still, there is no doubt that shirren magic has its own unique quirks and twists all its own.

As an insectoid species themselves, it's no surprise at all that shirren spells as a whole incorporate far more insectile themes, and, often, insects themselves, into the spell's effects. Similarly, the shirren obsession with choices and individuality is just as present in the way that they manipulate magic as in other aspects of their lives.

One particularly unique trait of shirren spellcasting, however, are the spells that can be cast by a group of individuals working together as a team. Colloquially termed "hive casting," this method of spellcasting forms a psychic link between contributing casters, similar to a shirren hive mind, allowing each caster to pool their mental energy in order to create a greater effect than if each caster cast the spell on their own.

### ALTERED REFLEXES

**School** transmutation; **Level** mystic 1, technomancer 1

**Casting Time** 1 standard action

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

**Targets** one creature per 2 levels, no two of which can be more than 10 ft. apart

**Duration** 1 round/level

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

**Resistance** yes (harmless)

You grant each target greatly enhanced Reflexes, improving their ability to react to danger. At the beginning of each of the target's turns, that creature may choose to either take only a single move or standard action, or to lose all reactions. If they choose to take only a single move or standard action, the target can take an additional 2 reactions before the beginning of their next turn. If the target chooses to give up their reactions, they may take an additional move action on their turn. A creature that makes neither choice is free to act normally.

### BUILD WARBOT

**School** conjuration; **Level** technomancer 6

**Casting Time** 1 standard action

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

**Targets** 10 bulk of inert mechanical components

**Duration** 1 hour/level

**Saving Throw** Fortitude negates (object) **Spell**

**Resistance** yes (object)

You assemble and animate the components from this spell into a powerful war bot. The warbot functions like that created by the spell *battle junkbot* except that the bot is large has a reach of 10 feet and has a KAC and EAC equal to your technomancer level and suffers a -4 penalty to attack and damage rolls.

**Hive Cast:** As you cast this spell, any character within 30 feet of you may use their reaction to sacrifice a spell slot of 4th level or higher. For every 4 spell levels sacrificed in this way, the sacrificing character can choose one of the following benefits: increase the KAC or EAC of the warbot by 5; grant the warbot a +2 bonus on attack and damage rolls; or grant the warbot 1d10 stamina points. No one of these options can be chosen more than 5 times when casting this spell. Any character that contributed to a *build warbot* spell cannot contribute to or cast another *build warbot* spell while the warbot from the first spell remains.

### CHOICE OF PAIN

**School** necromancy; **Level** mystic 3

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature touched

**Duration** instantaneous

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

The target is cursed by a wracking pain, but the magic of this spell allows the target to choose how it wishes to suffer this pain. This spell requires a successful melee attack against the target's EAC. If the attack is successful, the target may choose either to suffer 10d6 points of damage, or to be dazed with intense pain for 1d10 rounds. A successful Fortitude save halves the damage and reduces the dazed condition to 1 round, respectively.

### CHOICE OF STRENGTH

**School** transmutation; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

**Range** touch

**Targets** creature touched

**Duration** 1 minute/level

**Saving Throw** Fortitude negates; **Spell**

**Resistance** yes



You imbue the target with magical strength, which the target may choose to manifest in one of three ways. If the target wishes to resist this spell, she must decide to do so before selecting one of the benefits below. The target always receives a +2 bonus to her Strength score and selects one of the following additional effects.

*Agile:* The target gains a +2 bonus to Dexterity but suffers a -2 penalty to Intelligence, Wisdom, and Charisma.

*Gifted with Athletics:* The target gains a +6 bonus on Acrobatics and Athletics checks, but suffers a -4 penalty to all other skills.

*Powerful Attacks:* The target gains a bonus on damage rolls with melee attacks equal to 1/2 your caster level, but suffers a -4 penalty to all attack rolls.

### COLLABORATIVE CONFLAGRATION

**School** evocation [fire]; **Level** mystic 3, technomancer 3

**Casting Time** 1 round

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

**Area** 10-ft.-radius burst

**Duration** instantaneous

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

You cause an explosion at the point you designate. By default, the explosion does 4d6 points of fire damage and any creature that suffers fire damage in this way catches on fire, suffering 1d6 points of fire damage each round until the flames are extinguished. The flames can be extinguished with a fire extinguisher or similar device, or by succeeding on a Reflex save against the spell's save DC.

**Hive Cast:** As you cast this spell, any character within 30 feet of you may use their reaction to sacrifice a spell slot of 2nd level or higher. For every 2 spell levels sacrificed in this way, the sacrificing character may choose either to increase the area of the spell by 10 feet, increase the initial damage dealt by the spell by +2d6, increase the ongoing damage dealt by the spell by +2, or increase the saving throw DC of the spell by 2.

### COLONIAL DILEMMA

**School** transmutation; **Level** mystic 5, technomancer 5

**Casting Time** 1 round

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

**Area** 30-ft.-radius spread

**Duration** 1 round/level

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

You create bonds of power, which can join individuals together in a powerful community or fill an individual with great personal ability. Each creature in the spell's area can choose either to be part of the colony, or to stand alone. Each creature that is part of the colony regains stamina points until their current stamina points equal the highest number of remaining stamina points among all members of the colony. Additionally, each member may use the highest bonus among all members of the colony for any skill or ability check they make. Finally, if any member of the colony fails a saving throw, another member of the colony can use his reaction to attempt the saving throw himself: if he succeeds, so does the original member; if he fails, however, all members of the colony are considered to have failed against the original effect.

If a creature chooses to stand alone, instead he gains a +4 bonus to attack rolls, damage rolls, skill checks, and ability checks.

### COMBATANT'S CHOICE

**School** transmutation; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** 1 round/level

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

You grant the target offensive ability and expertise with a weapon of their choice, but render them vulnerable to other forms of attack. The target must choose either ranged or melee combat. The target gains a +4 bonus on attack rolls using the chosen type of weapon and suffers a -4 penalty to AC against attacks of the type of weapon not chosen for this spell.

### COVER OF CRAWLERS

**School** conjuration; **Level** mystic 5, technomancer 5

**Casting Time** 1 round

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

**Targets** one creature

**Duration** 1 round/level

**Saving Throw** Fortitude negates and Fortitude partial, see text; **Spell Resistance** yes

You create a swarm of crawling insects, covering the target's body and rip into its body. The insects bite the target, dealing 3d6 points of damage at the beginning of the target's turn each round. Whenever a creature is damaged by the swarm, it must succeed on a Fortitude save or be nauseated for 1 round.

The swarm has hit points equal to twice your caster level and can be attacked normally, however, half the damage dealt to the swarm is instead dealt to the target creature.



**Hive Cast:** As you cast this spell, any character within 30 feet of you may use their reaction to sacrifice a spell slot of 1st level or higher. For every 5 spell levels sacrificed in this way, the biting insects deal an additional 3d6 points of damage, and the saving throw DC of the Fortitude save to avoid being nauseated increases by 1 (this does not affect the DC of the initial Fortitude save to negate the spell's effects).

### DEADLY SWARM

**School** conjuration; **Level** mystic 1-6, technomancer 1-6  
**Casting Time** 1 round  
**Range** medium (100 ft. + 10 ft./level)  
**Targets** one creature  
**Duration** instantaneous  
**Saving Throw** Fortitude negates; **Spell Resistance** yes

You create a swarm of biting insects which streams unerringly towards the target, inflicting damage and negative conditions, depending on the spell's level.

**Level 1:** 1d6 damage and the target suffers a -2 penalty on its next attack roll.

**Level 2:** 1d8 damage and the target is blinded for 1 round.

**Level 3:** 2d6 damage and the target is blinded for 1 round and sickened for 1 minute.

**Level 4:** 4d6 damage and the target is blinded for 1d4 rounds and sickened for 1 minute.

**Level 5:** 6d6 damage and the target is staggered for 1 round, blinded for 1d4 rounds, and sickened for 1 minute.

**Level 6:** The target suffers 10d6 damage and becomes paralyzed for 1 minute.

**Hive Cast:** At any time while you are casting this spell, as a reaction, allies within 30 feet of you can sacrifice a single spell slot of the same level you are casting *deadly swarm* at or lower. When the spell is completed, for each ally that sacrificed a spell slot in this way, an additional swarm is created, targeting the same creature or a different one, at the ally's choice. The additional swarm functions according to the level of spell slot sacrificed to create it.

### GRAVITATIONAL ANOMALY

**School** conjuration; **Level** mystic 3, technomancer 3  
**Casting Time** 1 standard action  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** one gravitational anomaly  
**Duration** 1 round/level  
**Saving Throw** Reflex partial, see text; **Spell Resistance** no

You create a field of intense gravity that draws creatures and objects towards it. The gravitational anomaly appears in a space you designate within range, and has a reach of 5 feet. Creatures and unattended objects weighing no more than 20 bulk that are within this reach must succeed on a DC 15 Strength check in order to move in any direction other than directly towards the anomaly. Additionally, each round the gravitational anomaly makes a reposition combat maneuver against all creatures within its reach. The gravitational anomaly treats its attack bonus as equal to your caster level +8. The gravitational anomaly always repositions creatures to move closer to it. A creature that is already adjacent to the gravitational anomaly suffers 2d10 points of damage instead of being repositioned.

**Hive Cast:** As you cast this spell, any character within 30 feet of you may use their reaction to sacrifice a spell slot of 1st level or higher. For each spell level sacrificed in this way, the reach of the gravitational anomaly increases by 5 feet, and its attack bonus, as well as the DC of Strength checks made to move away from it, increase by +1.

### INFLUENCE MIND

**School** enchantment; **Level** mystic 1  
**Casting Time** 1 round  
**Range** medium (100 ft. + 10 ft./level)  
**Targets** one living creature  
**Duration** 1 hour/level  
**Saving Throw** Will negates; **Spell Resistance** yes

You bombard the target's mind with mental signals similar to those shared by colonies of insects, giving you insight into what the target is thinking and limited control over how they behave. You gain a +2 bonus on all Charisma-based skill checks made to interact with the target.

**Hive Cast:** As you cast this spell, any character within 30 feet of you may use their reaction to sacrifice a spell slot of 1st level or higher. For each spell level sacrificed in this way, the sacrificing character may either choose to gain the same bonus as you on Charisma-based skills against the target, or to increase the bonus on Charisma-based skills by +2.

### RUST WORMS

**School** conjuration; **Level** mystic 3, technomancer 2  
**Casting Time** 1 standard action  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one metal object or metallic creature  
**Duration** instantaneous  
**Saving Throw** Fortitude negates (object); **Spell Resistance** yes (object)



You conjure worms into a metal object or creature, causing rust to rapidly spread throughout the target. The target suffers 3d10 points of damage, which ignores hardness.

**Hive Cast:** As you cast this spell, any character within 30 feet of you may use their reaction to sacrifice a spell slot of 2nd level or higher. For every 2 spell levels sacrificed in this way, the damage dealt by *rust worms* increases by 3d10, to a maximum amount equal to 1d10 per caster level, using the highest caster level of all characters involved in the casting.

### SHADOW BITE

**School** illusion; **Level** mystic 1  
**Casting Time** 1 standard action  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one creature  
**Duration** instantaneous  
**Saving Throw** Will negates; **Spell Resistance** yes

You create a tiny illusory insect that crawls about the target, inflicting a biting and stinging sensation that distracts him at critical moments. If the target fails his saving throw, he loses the ability to make reactions until the end of his next turn.

### SPELL BLOCK

**School** abjuration; **Level** mystic 3, technomancer 4  
**Casting Time** 1 standard action  
**Range** medium (100 ft. + 10 ft./level)  
**Targets** one creature  
**Duration** 1 round/level  
**Saving Throw** Will negates; **Spell Resistance** yes

Drawing on the same mystical principles of hive casting, you join your arcane energies with the target, preventing them from casting spells. During any round in which you do not cast a spell, the target is also unable to cast spells. During any round in which you do cast a spell, if that spell targets the target of *spell block*, the caster level is increased by +2. However, during any round in which you cast a spell, the target can also cast spells as normal, and gains a +2 bonus to the caster level of any spells they cast.

As a standard action, the target can choose to sacrifice a spell slot of 1st level or higher; if they do, the duration of *spell block* is reduced by a number of rounds equal to the level of the spell sacrificed in this way.

### STUN BLAST

**School** evocation; **Level** mystic 2, technomancer 3  
**Casting Time** 1 standard action  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one creature  
**Duration** see text  
**Saving Throw** Fortitude negates; **Spell Resistance** yes

You create a blast of stunning energy, which damages or holds the target. When you cast this spell, you can choose to either deal 4d6 points of electricity damage to the target and stagger them for 1 round per caster level, or you may choose to stun the target for a number of rounds equal to 1 for every 2 caster levels you possess. If you choose the former, a successful Fortitude save halves the damage and negates the staggered condition. If you choose the latter, a successful Fortitude save reduces the duration of the stunning effect to 1 round.

### SWARM WARD

**School** abjuration; **Level** mystic 4, technomancer 4  
**Casting Time** 1 round  
**Range** personal  
**Duration** 1 minute/level

You are surrounded by a swarm which guards you from harm. If cast as a mystic spell, this swarm is comprised of tiny insects which buzz and float around you, guarding you from harm. If cast as a technomancer spell, the swarm takes the form of tiny flying machines. In either case, the swarm provides concealment against all attacks and absorbs some of the damage from incoming attacks. The swarm has a number of hit points equal to 10 times your caster level, and suffers half of the damage from all attacks which successfully damage you; you also only suffer half damage from these attacks. Due to the swarm's nature, it gains DR 10/— against attacks which target KAC.

**Hive Cast:** As you cast this spell, any character within 30 feet of you may use their reaction to sacrifice a spell slot of 1st level or higher. For each spell level sacrificed in this way, the swarm's maximum hit point total is increased by 10.

### WALL OF DIRT

**School** conjuration (creation); **Level** mystic 2  
**Casting Time** 1 standard action  
**Range** medium (100 ft. + 10 ft./level)  
**Effect** 1 wall; see text  
**Duration** 1 hour/level  
**Saving Throw** none; **Spell Resistance** no

You create a massive wall of dirt, conjured from remote and uninhabited parts of worlds consumed by the hive. The wall is 10 feet long, 5 feet high, and 1 foot thick by default; however, others can contribute to the spell to increase its size.

**Hive Cast:** As you cast this spell, any character within 30 feet of you may use their reaction to sacrifice a spell slot of 1st level or higher. For every 2 spell levels sacrificed in this way, you may increase the width or height of the wall by 5 feet, or increase its thickness by 1 foot.



# Skittermander Spells

One thing that most races can agree on when it comes to the skittermanders is that they go very far out of their way to try to be helpful, and their enthusiasm for aiding others seems to have no limits. One of the other major things that these races can agree on is that despite this, skittermanders are typically far, far from helpful, and many consider them among the biggest nuisances in explored space, despite (or perhaps because of) their soft fur, big eyes, and infectious smiles.

It should come as no surprise then that the spells that skittermanders have developed for themselves are just as eager to please as the race that created them, but can have some equally detrimental results, especially in the hands of someone who never intended to be helpful in the first place. Many skittermander spells have multiple effects which are related, but distinct. Such spells have a "friendly version," which applies a purely beneficial effect on the spell's target, and an "unfriendly version," which bestows a decidedly negative or harmful effect on the target. Each time the spell is cast, the caster can choose to use the friendly version, the unfriendly version, or both. Interestingly, if both options are selected, the spell is able to bypass most common defenses against magic, acting as a harmless spell and allowing the caster to apply the harmful effect more easily, albeit at the cost of allowing the target to gain the benefits of the friendly version.

A vocal minority of scholars and spacefarers suggest that perhaps the skittermanders aren't actually so helpful as they lead us to believe, and that the sinister nature of these spells may be symbolic of the skittermanders' overall approach to interacting with other cultures.

## ANIMAL ATTRACTION

**School** enchantment; **Level** mystic 1

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** 1 hour/level (D)

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

**Resistance** yes; see text

You cause the target to radiate a low-level psychic aura that attracts unintelligent animals. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version or both versions, the target automatically fails all saving throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.

**Friendly Version:** Creatures of the animal type, as well as creatures of the magical beast type with an Intelligence score of 3 or less, are attracted to the target for the spell's duration, becoming friendlier towards her. Any such creature within 60 feet of the target must succeed on a Will save or have their attitude towards the spell's target increased by 2 steps (hostile becomes indifferent, unfriendly becomes friendly, and so on). If the animal or magical beast has spell resistance, it also applies. Additionally, for each creature affected in this way, the target can spend 1 minute attempting to coax the animal to perform a simple trick or service for him (such as fetching an item, attacking a particular creature, and so on). This functions as a normal Diplomacy check, except that the animal does not need to understand the target's language, and the nature of the favor is limited to things that animals can conceivably understand. The target can attempt to influence any given animal or magical beast in this way once per time the spell is cast.

**Unfriendly Version:** Creatures of the animal types, as well as creatures of the magical beast type with an Intelligence score of 3 or less, feel compelled to remain near the target. Any such creature within 60 feet of the target must succeed on a Will save or be affected by the spell. If both the friendly and unfriendly versions of the spell were selected, the creature makes a single save, and applies the result to both effects. Affected animals are compelled to remain within 60 feet of the target at all times. Depending on the creature's nature, this compulsion may also cause the affected creature to want to eat, mate with, guard, fight, or otherwise treat the target in a particular way. Rather than following the target, the animal may attempt to hold it in place, or may even attack the target, if its attitude is unfriendly or hostile. Attempts to forcibly keep the creature more than 60 feet from the target will be met with violence, at the very least.

If only the unfriendly version of the spell was selected, the target is entitled to a Will save to negate the spell when it is first cast, and can apply spell resistance at that time as well.

## DEFY FRICTION

**School** transmutation; **Level** mystic 3, technomancer 3

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** 1 min./level (D)

**Saving Throw** Fortitude negates, Reflex partial; see text; **Spell Resistance** yes; see text

You surround the target with a shimmering aura of magenta energy that frees her from the forces of friction. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version



or both versions, the target automatically fails all saving throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.

**Friendly Version:** The target's movement is less hindered by outside forces. She can move normally through difficult terrain, ignores the effects of high gravity (but not extreme gravity), and does not suffer the normal penalties on attack and damage rolls made underwater, except for those that deal electricity or fire damage (to which the normal penalties apply). Additionally, the target's KAC is increased by +5 for the purposes of attempts to grapple them.

**Unfriendly Version:** The lack of friction leaves the target struggling to maintain balance, and even to stop themselves from moving when they don't want to. The target's KAC is reduced by 5 for the purposes of defending against bull rush, reposition, and trip combat maneuvers. Additionally, whenever the target moves, she must succeed on a DC 15 Acrobatics check or be unable to stop herself, and slide an additional 1d4 x 5 feet in the same direction, after which she is considered flat-footed until the beginning of her next turn. If this additional movement would cause her to collide with a creature or object, her movement stops, she suffers 1d6 points of damage, and she must succeed on a Reflex save or fall prone, in addition to being flat-footed.

## GROWTH SPURT

**School** transmutation; **Level** mystic 1

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** 1 round/level (D)

**Saving Throw** Fortitude negates; see text; **Spell**

**Resistance** yes; see text

You cause the target to grow dramatically in size, along with their gear. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version or both versions, the target automatically fails all saving throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.

Regardless of which version of the spell is chosen, the target grows in size by one category, increasing its space and reach appropriately. The target's gear increases in size to match the creature, but this does not change the amount of damage dealt by weapons the target wields.

**Friendly Version:** The target's increased size grants a +2 bonus on attack and damage rolls with melee attacks, and the target gains a number of

temporary hit points equal to twice his level. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it.

**Unfriendly Version:** The target's increased size makes him clumsy. He suffers a -2 penalty to KAC and EAC, as well as on ranged attacks. If insufficient room is available for the desired growth, the creature attains the maximum possible size and suffers 4d6 points of bludgeoning damage.

## HELPFUL SUGGESTION

**School** enchantment (compulsion, language-dependent, mind-affecting); **Level** mystic 2

**Casting Time** 1 standard action

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

**Target** one living creature

**Duration** 1 round/level or 1 round; see text

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

**Resistance** yes; see text

You call out a suggestion to the creature, and fate smiles upon it if it follows along. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version or both versions, the target automatically fails all saving throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.

**Friendly Version:** Your advice grants the target an insight into their current situation. At any time within 1 round per caster level, when the target fails a d20 roll of any kind, it can immediately reroll, with a +2 bonus. It must use the new result, even if it is worse.

**Unfriendly Version:** This functions identically to the spell *command*.

## HIDE PAIN

**School** enchantment (compulsion, mind-affecting);

**Level** mystic 3

**Casting Time** 1 standard action

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

**Target** one living creature

**Duration** 1 round/level

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

**Resistance** yes; see text

You disrupt the target's nervous system, ensuring that she no longer feels annoyances like pain. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version or both versions, the target automatically fails all saving



throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.

**Friendly Version:** The target gains a +4 bonus on saving throws made to resist pain effects. Additionally, because the target can no longer feel their wounds, they gain a number of temporary hit points equal to your caster level.

**Unfriendly Version:** The target loses all ability to gauge the severity of their wounds. If the target is a player character, the GM should track all damage the character suffers secretly, and only inform the player when the damage is sufficient enough to cause the character to fall unconscious or begin dying. If the target is a monster or NPC, the GM should ignore any further damage the creature suffers when determining its tactics and actions each combat (until the damage is sufficient to cause the creature to fall unconscious or begin dying). At the GM's discretion, this may allow the target to be injured by a creature using Stealth and not even realize that it has been injured at all.

## PHASE BUBBLE

**School** transmutation; **Level** mystic 6, technomancer 6

**Casting Time** 1 round

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

**Target** one creature

**Duration** 1 round/3 levels

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

You surround the target in a shimmering field of energy, which conforms to their body perfectly. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version or both versions, the target automatically fails all saving throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.

**Friendly Version:** The energy bubble protects the target from harm. For the spell's duration, their EAC and KAC are both increased by +8, they are not subject to critical hits or coup de grace attempts, and any damage that they would suffer from any source is reduced to 1/5 the normal amount (rounded down, minimum 1). Once the spell has prevented a total amount of damage equal to five times your caster level, the field collapses and the spell ends immediately.

**Unfriendly Version:** The energy bubble holds the target in place, effectively paralyzing them. A successful Reflex save allows the target to escape the bubble before it forms. If this save is failed, the target is paralyzed, and can take no physical actions other than to attempt to escape. Each round on its turn, the target can attempt a Will save to

try to force its way through the energy bubble, an agonizing process that deals 3d6 points of nonlethal damage with each attempt, and 6d6 points of nonlethal damage in the event of a success. On the first successful Will save, the target is freed, the field collapses, and the spell ends immediately.

## PROTECTION FROM HEAT

**School** abjuration; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 1 min./level

**Saving Throw** Fortitude negates; see text; **Spell**

**Resistance** yes; see text

You render the target protected from extreme heat, possibly leaving him particularly vulnerable to extreme cold. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version or both versions, the target automatically fails all saving throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.

**Friendly Version:** The target gains fire resistance 10, and a +4 bonus on saving throws and Constitution checks made to resist the effects of extreme heat.

**Unfriendly Version:** The target gains cold vulnerability, suffering half-again as much (+50%) damage from effects that deal cold damage, and suffering a -4 penalty on saving throws and Constitution checks made to resist the effects of extreme cold.

## RUBBER BODY

**School** transmutation; **Level** mystic 2

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 1 min./level

**Saving Throw** Fortitude negates; see text; **Spell**

**Resistance** yes; see text

You transform the target's body into a flexible, rubbery substance, possibly increasing their resistance to blunt trauma, and possibly making their muscles awkward and difficult to control. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version or both versions, the target automatically fails all saving throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.



**Friendly Version:** The target's body becomes incredibly malleable and resistant to blunt force. The target resists the first 10 points of bludgeoning damage dealt by any given attack. Additionally, when falling, the target suffers the minimum possible amount of fall damage (as though each damage die had rolled a result of 1), and can choose to use the fall's momentum to bounce, immediately making an Athletics check to jump as a free action upon hitting the ground. He gains a bonus on Athletics checks made in this way equal to 5 times the amount of fall damage he suffered.

**Unfriendly Version:** The target's muscles and bones become soft and rubbery, making their movements erratic and difficult to control, as their limbs stretch and weaken with each motion. The target suffers a -1 penalty on attack rolls, damage rolls, ability checks, skill checks, and saving throws, and suffers a -1 penalty to AC. Each time the target takes a standard or full action, these penalties increase by 1 (to a maximum penalty of -5). The target can take a move action to deliberately unstretch himself, reducing the penalty by 1, or he can do so as a full action, reducing the penalty to the original -1.

## SUPERCARGE CONSTRUCT

**School** transmutation (electricity); **Level** technomancer 2

**Casting Time** 1 standard action

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

**Target** one construct

**Duration** 1 round/level (D)

**Saving Throw** Fortitude partial, Will partial; see text; **Spell Resistance** yes; see text

You cause additional energy to flow through the target construct, possibly increasing its effectiveness, and possibly damaging it. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version or both versions, the target automatically fails all saving throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.

**Friendly Version:** The target construct gains a +2 bonus to attack rolls, damage rolls, ability checks, and skill checks for the spell's duration.

**Unfriendly Version:** Each round, the target construct must succeed on a Fortitude save or suffer 1d6 points of electricity damage, and must succeed on a Will save or be confused for 1 round.

## SURGE OF LORE

**School** divination (mind-affecting); **Level** mystic 5, technomancer 5

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** 1 round/3 levels (D)

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

**Resistance** yes; see text

You open a direct channel into the target's mind and stream vast quantities of information straight through his consciousness. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version or both versions, the target automatically fails all saving throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.

**Friendly Version:** Each round, the target can attempt to learn about a particular topic. He gains all information about that topic which could be learned with a result of 30 for either the relevant skill to recall knowledge about that topic, or with a Diplomacy check made to gather information. Each round, the target can choose a new topic to learn information about.

**Unfriendly Version:** The stream of information threatens to overwhelm the target's mind. The target is staggered for the spell's duration.

## TELEPATHIC ADVICE

**School** divination; **Level** mystic 1, technomancer 1

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** 1 round/level (D)

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

You create a continuous stream of helpful combat advice directly into the target's mind, although the accuracy and effectiveness of that advice may leave something to be desired. When you cast this spell, you can choose to affect the target with the friendly version of the spell, the unfriendly version of the spell, or both. As long as you choose either the friendly version or both versions, the target automatically fails all saving throws made to resist the spell's effects, spell resistance does not apply, and casting the spell does not count as a hostile action.

**Friendly Version:** Your advice helps the target duck, weave, and dodge precisely when they should. The target gains a +1 competence bonus to KAC, EAC, and Reflex saves for the spell's duration.

**Unfriendly Version:** Your advice turns out to be counterproductive. At the beginning of his turn each round, the target must succeed on a Will save or be off-target until the beginning of his next turn.



## Vesk Spells

A hardy and fearsome race with a harsh and militaristic society, some species marvel at the fact that the vesk developed their own traditions of magic at all, considering the way that their culture favors physical strength and aggressiveness over more academic pursuits. That said, when it comes to war, the vesk are hardly alone in taking a pragmatic approach, and there is no question that magic can give any force an edge in conflict. Naturally, most of the spells that have been created and developed by vesk spellcasters focus heavily on conflict and other military applications, not least of which because historically most magical development in vesk society has been done through military study. Beyond this overt bias towards conflict, however, many vesk spells further enforce the beliefs and stereotypes of their society, focusing on means of enhancing warriors ability to fight rather than simply blasting a foe directly, for example, due to the fact that the vesk perceive the former, a warrior fighting with enhanced abilities, to be far more honorable and laudable than a mage defeating opponents with spells directly.

One particular type of spell developed by the vesk that stands out from the others are spells that can be concentrated on more easily in the heat of combat. As a warrior race, the vesk find it easier to concentrate on the field of battle than many, and the tactical advantages of being able to concentrate on a spell while still attacking one's foes with a weapon are obvious. Although made for the reptilian, warlike mind of the vesk, such spells can be used just as well by members of other races, with a little practice, and can be highly advantageous on the battlefield.

### AURA OF DESTRUCTION

**School** evocation (fire); **Level** mystic 3  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** concentration, up to 1 round/level

You create a tangible force of flame that enshrouds you, damaging all who touch you. Whenever you successfully use a melee weapon to deal damage to an adjacent opponent, that opponent suffers 1d6 points of fire damage. Additionally, whenever an opponent damages you with a melee attack, they suffer 1d6 points of fire damage. Opponents performing the grapple combat maneuver against you suffer 2d6 points of fire damage, instead.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

### BARRAGE OF BOLTS

**School** evocation (electricity); **Level** mystic 4, technomancer 4  
**Casting Time** 1 standard action  
**Range** long (400 ft. + 40 ft./level)  
**Targets** one creature; see text  
**Duration** 1 round/level; see text  
**Saving Throw** Reflex partial; **Spell Resistance** yes

You call upon your warrior spirit to manifest bolts of magical electricity to strike your foes. When you cast this spell, you can make an attack with a bolt of electricity against a creature within range. As a bolt of electricity, this attack targets EAC. A successful hit deals 6d6 points of electricity damage and staggers the target. A successful Reflex save causes the bolt to deal half damage and negates the staggered effect. Each round, you can make an attack with this bolt using the attack action. For the purposes of spells with the military adept feature, attacks with this bolt count as attacks with a held weapon. If you miss with a bolt attack with this spell, the spell immediately ends.

### BERSERK FURY

**School** transmutation; **Level** mystic 3, technomancer 3  
**Casting Time** 1 standard action  
**Range** touch  
**Targets** creature touched  
**Duration** concentration, up to 1 round/level  
**Saving Throw** Will negates; **Spell Resistance** yes

When making a full attack action, the target of this ability becomes possessed by berserk fury. Each attack the target makes as part of a full attack suffers a -6 penalty, rather than the normal -4, and the target is able to make an additional attack.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

### COMBAT MOBILITY

**School** transmutation; **Level** mystic 2  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** concentration, up to 1 round/level

You are filled with the spirit of battle, moving easily across battlefields. You may make an additional guarded step each turn. Whenever you make a guarded step, you gain a +2 bonus to your AC until the beginning of your next turn.



**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

### CRITICAL EDGE

**School** transmutation; **Level** mystic 2, technomancer 2  
**Casting Time** 1 standard action  
**Range** touch  
**Targets** weapon touched  
**Duration** concentration, up to 1 round/level  
**Saving Throw** Will negates; **Spell Resistance** yes

You focus on the desire to end the fight with bloody glory. The touched weapon scores a critical hit on a roll of 19 or 20. Additionally, the weapon gains your choice of the following critical effects: arc, knockdown, or severe wound; this is in addition to any effect the weapon ordinarily would have on a critical hit. The touched weapon must be an energy weapon in order to gain the arc critical effect.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

### DEEPER CONCENTRATION

**School** enchantment; **Level** mystic 3, technomancer 3  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** 1 round/level

You increase your capacity for concentration, allowing you to easily focus on more than one task at a time. You may concentrate on a spell as a move action, allowing you to potentially concentrate on two spells at the same time (one as a move action, and one as a standard action).

### DEFENSIVE FORTUNE

**School** divination; **Level** mystic 2, technomancer 2  
**Casting Time** 1 standard action  
**Range** personal  
**Duration** concentration, up to 1 round/level

A common prayer amongst soldiers on the battlefield, you make attacks more likely to miss you. For the spell's duration, any attacks made against you must be rolled twice, with the attacker using the worse result.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

### DESTRUCTIVE FORCE

**School** transmutation; **Level** technomancer 3  
**Casting Time** 1 standard action  
**Range** touch  
**Targets** touched grenade  
**Duration** concentration, up to 1 round/level  
**Saving Throw** none; **Spell Resistance** no

You cause a touched grenade to become a destructive engine, dealing explosive power over and over again. You can throw the grenade as part of casting this spell, as normal; however, the grenade does not go off until you concentrate on this spell. Each round you concentrate on this spell, the grenade releases energy as though it had exploded, but the grenade is not consumed until the spell ends. Any saving throw against the grenade's effects is made against this spell's save DC, instead of the grenade's DC. Grenades with an item level higher than your caster level are unaffected by this spell.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

### DETONATE

**School** evocation (fire); **Level** mystic 3, technomancer 3  
**Casting Time** 1 standard action  
**Range** 30 ft.  
**Area** cone-shaped emanation  
**Duration** instantaneous  
**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

You create a blast of potent energy that causes all explosives in the area to immediately detonate. Grenades, mines, missiles, and similar devices in the spells area immediately explode if their item level is less than your caster level. Creatures and objects in the area suffer damage as appropriate for the detonating explosives.





### FLANKER

**School** conjuration (creation); **Level** technomancer 1

**Casting Time** 1 standard action

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

**Effect** one drone made of junk

**Duration** concentration, up to 1 round/level

**Saving Throw** none; **Spell Resistance** no

You focus your thoughts on the need for an ally, causing junk and dust to swirl together in the shape of a small flying drone armed with a spinning buzzsaw. The drone has a fly speed of 30 feet and can be directed to move as you desire as a move action. The drone has KAC and EAC equal to your KAC and EAC, and has hit points equal to 1/2 your current hit points at the time you cast this spell. The drone does not attack on its own, but does threaten squares and use reactions to make attacks of opportunity with its buzzsaw. The buzzsaw has an attack bonus equal to your caster level + your Wisdom modifier and deals 1d6 points of slashing damage + 1d4 bleed damage on a critical hit. If the drone is destroyed, the spell ends.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to

have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

### FOG OF WAR

**School** illusion; **Level** mystic 2

**Casting Time** 1 standard action

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

**Area** 20-ft.-radius spread

**Duration** concentration, up to 1 round/level

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

You create a fog of inky blackness that no vision can penetrate. The fog is illusory, and creatures within the fog, as well as yourself and a number of creatures equal to your primary spellcasting ability score modifier, can see through the fog. Though the fog does not impede movement, it obscures all vision for those outside of it, and it is unaffected by strong winds and similar abilities.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

### GLORIOUS CHARGE

**School** transmutation; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

**Range** close

**Targets** one creature

**Duration** instantaneous

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

You fill a creature with a wild lust for glorious victory, causing her to launch into a full charge with a held weapon or unarmed strike against the nearest living creature. If the nearest creature is a foe of the target, then the target gains a +4 bonus to attack rolls and damage rolls against that creature. This charge happens on your turn, immediately after casting the spell, and does not count against the actions the target can take. Because the attack is a charge, the target suffers a -2 penalty to AC until the beginning of her next turn.

### IN THE FIGHT

**School** conjuration (healing); **Level** mystic 6

**Casting Time** 1 standard action

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

**Targets** up to one creature per 3 caster levels

**Duration** concentration, up to 1 round/level

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



You concentrate on keeping another creature alive and in the fight, unable to watch them die. Whenever one of the spell's targets is reduced to 0 or fewer hit points, you may choose to grant him some of your life essence as a free action. If you do, the target immediately heals 4d6 hit points, and you suffer half that amount of damage.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

### LONG SHOT

**School** transmutation; **Level** mystic 1, technomancer 1

**Casting Time** 1 standard action

**Range** touch

**Target** touched weapon

**Duration** concentration, up to 1 round/level

**Saving Throw** none; **Spell Resistance** no

You imbue a ranged weapon with magic to give it greater accuracy. The touched weapon's range is doubled, as is the range increment of the weapon. Whenever a character who is proficient with the weapon successfully hits a target which is outside of the original range increment of the weapon, the weapon deals an additional 1d6 points of electricity damage.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

### PRICE OF GLORY

**School** transmutation; **Level** mystic 4, technomancer 4

**Casting Time** 1 standard action

**Range** personal

**Duration** concentration, up to 1 round/level

You reach for the glory of dominating your foes on the battlefield. You no longer suffer any penalty on attack rolls when making a full attack action.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.



### SCALES OF BATTLE

**School** transmutation; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

**Range** personal

**Duration** concentration, up to 1 round/level

You focus your thoughts on keeping yourself alive during the battle and harden your body against assault. You gain a +2 bonus to AC. Additionally, the bonus to your KAC or EAC increases by +2 until the end of your next turn whenever you are hit with an attack targeting that kind of AC.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.



## SCARS OF TORMENT

**School** necromancy; **Level** mystic 3

**Casting Time** 1 standard action

**Range** touch

**Targets** creature touched

**Duration** concentration, up to 1 round/level

**Saving Throw** Fortitude negates; **Spell**

**Resistance** yes

You touch a creature and cause a tear of violent purple energy to erupt on its body, drawing its life essence away in a tide of blood and flesh. Each round, the target suffers 2d4 points of damage. Additionally, if the target is suffering the effects of bleed damage, it always suffers the maximum bleed damage each round.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

## SOLDIER'S MARK

**School** enchantment (compulsion); **Level** mystic 1

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** concentration, up to 1 round/level

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

You focus your thoughts on the target, making them easier to hit in combat. The target suffers a -1 penalty to AC; this penalty increases to -3 in any round in which you deal damage to the target.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

## WAR GLORY

**School** transmutation; **Level** mystic 5, technomancer 5

**Casting Time** 1 standard action

**Range** 30 ft.

**Area** 30-ft.-radius emanation centered on you

**Duration** concentration, up to 1 round/level

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

You revel in the glories of war and the awesomeness of battle. All weapon attacks in the area deal maximum damage, and the AC of each creature in the area is reduced by 4. Whenever a creature in the area dies, each other creature and object in the spell's area immediately regains a number of hit points equal to 6d10 + your caster level.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

## WHEELS OF DEATH

**School** transmutation; **Level** technomancer 4

**Casting Time** 1 standard action

**Range** touch

**Targets** vehicle touched

**Duration** concentration, up to 1 round/level

**Saving Throw** Will negates (object); **Spell**

**Resistance** yes (object)

You cause a vehicle to become a deadly machine of war, with spikes growing on its wheels and bumpers, and extra weight being added to the frame for maximum impact. The vehicle deals damage as though it were one size category larger with its collision attack or when running over creatures. Additionally, any weapons systems are supercharged, making them more powerful and accurate. Attacks made with the vehicle's weapons do not suffer a penalty for traveling at full speed, and those weapons deal an additional 2d6 damage.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.

## WOUND RECOVERY

**School** conjuration (healing); **Level** mystic 5

**Casting Time** 1 standard action

**Range** personal

**Duration** concentration, up to 1 round/level

As you battle, your wounds heal rapidly in response to injury. You regain 1d8 hit points each round you concentrate on this spell. If you suffered damage since the last time you concentrate on this spell, the healing received increases to 5d8 for that round. If you would recover more hit points than your maximum hit points as a result of this spell, you instead regain 1d8 stamina points for that round.

**Military Adept:** Rather than spend an action to concentrate on this spell, you may make an attack with a held weapon. If the attack is successful, you deal damage as normal and are considered to have concentrated on the spell for the purposes of maintaining the duration of the spell. If the attack misses, the spell immediately ends.



# Ysoki Spells

Although the rat-like ysoki are more commonly associated with technology and computers than they are with mysticism and spellbooks, it would be a mistake to overlook this race's contribution to the annals of spellcraft. Clever and inventive, ysoki spellcasters apply the same curious, tinkering attitude towards magic as their engineers apply to technology, picking apart existing spells and tinkering with their components to better learn how they function. As a result, ysoki magical traditions tend to be much more individualized than those of other races, and historically, institutions such as mage colleges, spell libraries, and other means of sharing (and especially handing down and teaching) magical knowledge have been the exception, rather than the rule. Instead, many ysoki mages begin their study of magic as a hobby, slowly growing more and more involved with it over time, or else apprentice themselves to another mage just long enough to learn the basics of spellcraft, after which they begin developing their own spells based on that starting foundation. The end result is that many ysoki spellcasters develop their own customized spells, and their race as a whole has developed far more unique spells per mage than almost any other spacefaring race.

Ultimately, as a race, ysoki have produced a wide variety of unique spells that could easily fill several volumes. The ysoki spells presented here focus primarily on the race's special touch when it comes to gear and equipment. Many of the spells listed here have an improved effect if the caster has a certain amount of a particular type of mundane gear or equipment in their position at the time the spell is cast.

## AUGMENT DRONE

**School** transmutation; **Level** technomancer 2

**Casting Time** 1 minute

**Range** touch

**Targets** touched spy drone and technological item; see text

**Duration** 1 min./level (D)

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

You magically fuse a touched spy drone with another touched technological item, which must be one of the following: flashlight, grappler, lantern, laser microphone, motion detector, scanner, or X-ray visor. The technological item is merged with the spy drone, as though the drone had been upgraded with the technological item. A spy drone is still limited to having only a single technological item as an upgrade at any given time, and if the spy drone already possessed one of the above objects as an upgrade, that upgrade ceases to function as long as this spell is active.

At the end of the spell's duration, the target technological item separates from the spy drone, falling to the ground wherever the drone is at the time.

## BLINDING FLARE

**School** evocation; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

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

**Area** 10-ft.-radius burst; see text

**Duration** instantaneous

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

You create a blinding flash of bright white light that fills the spell's area, causing each creature within to be blinded for 1d4 rounds unless they succeed on a Reflex save. Creatures within 20 feet of the spell's area are also subject to being disoriented by the flash, and are dazzled for 1d4 rounds unless they succeed on a Reflex save. Creatures that successfully identify the spell (or otherwise have some means of identifying that it is coming) can attempt to close their eyes before the flash goes off: this grants a +4 bonus on their saving throw, but leaves them blind until the beginning of their next turn (at which point they can choose to open their eyes again). Creatures with light blindness (or similar weaknesses to bright light) suffer a -2 penalty on their saving throws, and always have the maximum duration for any conditions gained from this spell.

**Pack Rat:** If you have at least 1 bulk's worth of portable lights (including, but not necessarily limited to, beacons, flashlights, lanterns, and spotlights) on your person when you cast this spell, the duration of any blinding or dazzling effect caused by the spell is increased to 2d4 rounds, and the spell's DC is increased by +1.

## CONSULT THE NET

**School** divination; **Level** technomancer 3

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** instantaneous

You instantaneously scour the internet for information relating to a particular topic, downloading the data directly into your mind. You may ask a single question or specify a specific topic or subject (such as a person, place, or thing). You gain all information relating to the chosen question or subject that is freely available online (typically this is the same as what information could be learned with a relevant skill check), distilled and simplified into no more than 100 words. The more specific your question or topic, the more detailed information you receive (for example, asking about a specific settlement will generally provide you much more detailed information about that



settlement than asking about the entire planet the settlement is located on). Because this spell relies entirely on the information available on the internet, it is possible that some of the information you receive may be misleading or inaccurate.

**Pack Rat:** If you have at least 1 bulk's worth of comm units on your person when you cast this spell, then you may inquire about a total of one subject per 3 caster levels.

## DIGITAL LOCK

**School** abjuration; **Level** technomancer 3

**Casting Time** 1 standard action

**Range** touch

**Target** computer touched

**Duration** 10 min./level (D)

**Saving Throw** none; **Spell Resistance** no

You create an additional layer of security within the touched computer, preventing anyone from using it without first bypassing this defense. You effectively add a firewall module to the computer, which blocks access to all other modules. The DC to hack this firewall is equal to 12 + your caster level. You are considered to have root access for the firewall, and it does not hinder your ability to use the computer, and you can cast this spell on computers that you do not have root access to yourself, but doing so does not allow you to bypass any security measures that may already be in place on the computer.

**Pack Rat:** If you have at least 1 bulk's worth of locks on your person when you cast this spell, the firewall is more difficult to overcome, and the DC to hack it is increased, as outlined below.

TABLE 10-1: DIGITAL LOCK DCs

CASTER LEVEL	DC
1st - 2nd	19
3rd - 4th	23
5th - 6th	27
7th - 8th	31
9th - 10th	35
11th - 12th	39
13th - 14th	43
15th - 16th	47
17th - 18th	51
19th - 20th	55

## ENERGY SHACKLE

**School** conjuration (creation); **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

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

**Target** two creatures or objects

**Duration** 1 round/level (D)

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

You create a chain of glowing energy connecting the two targets, preventing them from moving any further away from one another than they already are. If either target succeeds on his initial Reflex save, the spell fails. Otherwise, the targets are unable to move further from one another than they already are. A creature affected by this spell can attempt to move beyond the reach of the energy shackle by physically dragging the other target. If the other target is a creature, this generally requires an opposed Strength check, and the moving creature is only able to move at half speed. If the other target is an object, the Strength check generally has a DC set by the GM. In the case of creatures or objects of particularly mismatched size or weight, moving the shackle in this way may prove impossible. Other than preventing the targets from moving further away from one another, the energy shackle does not impede them in any way.

**Pack Rat:** If you have at least 1 bulk's worth of adamantine or titanium cable line on your person when you cast this spell, the saving throw DC is increased by +2.

## FIRE DAMPENING FIELD

**School** abjuration; **Level** mystic 2, technomancer 2

**Casting Time** 1 standard action

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

**Area** up to one 5-ft.-cube/level (S)

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

You create a thin cloud of mist that, without obscuring vision, dampens and suppresses fire and heat within the area. All fire damage that would be inflicted to creatures and objects within the spell's area is halved (rounded down, minimum 1). Additionally, when this spell is cast, there is a 50% chance that any open flames in the area are extinguished, and similarly, any open flames brought into the spell's area have a 50% chance of spontaneously going out. Finally, objects within the spell's area cannot catch fire by any means, except for a spell of a higher spell level that explicitly causes objects to catch fire.

**Pack Rat:** If you have at least 1 bulk's worth of fire extinguishers on your person when you cast this spell, all fire damage that would be inflicted to creatures and objects within the spell's area is reduced to 1/5 what it would otherwise be, rather than being reduced by half. Additionally, the chance that open flames in the area are extinguished is 75%, rather than 50%.



## FORCEFUL EXPLOSION

**School** evocation (fire); **Level** mystic 4, technomancer 4

**Casting Time** 1 standard action

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

**Area** 20-ft.-radius spread

**Duration** instantaneous

**Saving Throw** Reflex half; see text; **Spell**

**Resistance** yes

You create a sudden and fiery explosion, which deals 1d6 points of fire damage per caster level (maximum 12d6) to each creature and unattended object in the area. A successful Reflex save halves this damage. Further, the force of the explosion pushes creatures and unattended objects away from the center of the blast: each creature that failed its saving throw is pushed 1d4 x 5 feet away from the center of the spell's area unless they succeeded on their Reflex save. Unattended objects are also pushed in this fashion, although any creature or object that weighs more than 50 lbs. per caster level is too heavy to be moved in this fashion. Finally, the explosion leaves the spell's area filled with mundane smoke, which typically dissipates after 1 minute (although it may do so more quickly or slowly, at the GM's discretion, depending on the prevailing conditions).

**Pack Rat:** If you have at least 1 bulk's worth of detonators on your person when you cast this spell, when determining how much damage the spell inflicts, you may reroll any die with a result of "1." Additionally, any creature that was pushed back by the explosion must succeed on a secondary Reflex save or fall prone.

## PATCH UP

**School** conjuration (healing); **Level** mystic 4, technomancer 4

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** instantaneous

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

With this spell, you conjure bio-mimetic gel to fill the target's wounds, mending any damage they have suffered. Because of the unique nature of this material, it is able to restore constructs and living creatures equally. The target heals a number of hit points equal to 5d8 + your class's key ability score modifier (Wisdom for mystics, Intelligence for technomancers). Additionally, the target is immediately cured of any of the following conditions it may have been suffering from: bleeding, broken, fatigued, or sickened. Finally, if the target was blinded, confused, dazed, deafened, exhausted, nauseated, paralyzed, or stunned, the target may make a new saving throw to free itself from that condition. If the condition was inflicted by something that did not allow a saving throw, or if the condition is permanent in nature, no new save

is allowed. If the target is suffering from multiple such conditions, it can only make a new saving throw to end one of them.

**Pack Rat:** If you have at least 1 bulk's worth of medical gear on your person when you cast this spell, and the target is a living creature, they are healed an additional 4d8 points of damage, and receive a +2 circumstance bonus on any saving throws made to free themselves of a condition with this spell. If the target is a construct, these benefits instead apply if you have at least 1 bulk's worth of engineering toolkits on your person when you cast this spell.

## PROXIMITY SENSOR

**School** divination; **Level** mystic 3, technomancer 3

**Casting Time** 1 standard action

**Range** 240 ft.

**Area** 240-ft.-radius emanation, centered on you

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

You gain a radar-like ability to detect motion at a range of up to 240 feet. This functions similarly to vibration-based blindsense, except that it does not allow you to detect creatures or objects which are holding still. For the purposes of this spell, a creature ceases holding still if it moves from its current square, makes an attack, falls prone, gets up from prone, or otherwise takes an action that involves moving a large portion of its body, but creatures may still be able to draw or use an item, attempt a Sleight of Hand check, or perform other subtle actions that do not require much motion. A creature that has held still since the beginning of its last turn is invisible to the blindsense granted by this ability (even if you previously were able to detect them).

With this sense, you can determine a creature's location, its size, and the path of any movement it made (in the case of motion that does not involve moving from its current square, such as making attacks, you are able to get a general sense of what sort of motion they are making). You cannot differentiate creatures of similar sizes and speeds from one another, and you cannot identify the type of creature with this sense.

**Pack Rat:** If you have at least 3 motion detectors on your person when you cast this spell, the range of this sense increases to 500 feet. If you have at least 1 bulk's worth of motion detectors on your person when you cast this spell, the range of this sense increases to 1,000 feet.

## TELEPATHIC INTERFERENCE

**School** abjuration; **Level** mystic 3, technomancer 3

**Casting Time** 1 standard action

**Range** 1 mile

**Area** 1-mile-radius emanation centered on you

**Duration** 10 min./level (D)



**Saving Throw** none; **Spell Resistance** no

You broadcast mental static along telepathic frequencies, effectively jamming the telepathic senses of any creature within range. Creatures within the spell's area are unable to communicate via telepathy, and other creatures (whether within the spell's area are not) are unable to communicate telepathically with such creatures. At the GM's discretion, this effect may also inhibit certain other effects and abilities that rely on telepathy to function.

As long as the spell is active, any creature in the area that is capable of communicating telepathically can spend a move action to concentrate on the mental static you are creating in order to determine your direction. If you would normally be within range of the creature's telepathy, this pinpoints your exact space, instead.

**Pack Rat:** If you have at least 1 bulk's worth of signal jammers (or a single signal jammer whose item level is equal to or greater than your caster level) on your person when you cast this spell, you can choose to increase the spell's range to be up to 1 mile per 3 caster levels. Additionally, creatures with telepathic abilities are distracted by the mental static you are broadcasting, and gain the off-target condition for as long as they are within the spell's area. Once per minute, the creature can attempt a Will save to block out the distraction, and a success removes the off-target condition for the remainder of the spell's duration.

## WONDROUS CHEEKS

**School** conjuration (teleportation); **Level** mystic 3

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

You create an extradimensional space within the target's mouth, allowing her to store a greater amount of material in her cheeks. If the target is not a ysoki, she gains the ysoki cheek pouches racial ability for the spell's duration. If the target is a ysoki, then the volume of objects she can store in her cheek pouches is greatly expanded. She can store up to 1 cubic foot of items per two caster levels, and the total weight of these items can be up to 1 bulk per two caster levels. Bulk carried in the target's cheek pouches does not count against her carrying capacity while this spell is in effect.

## ZIP TRAVEL

**School** conjuration (creation); **Level** technomancer 3

**Casting Time** 1 standard action

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

**Target** one creature or object; see text

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You create a long, sinuous metal cable with a barbed hook at one end, which you hurtle through the air towards your target. You must succeed on a ranged attack against the target's KAC. If the attack hits, it deals 5d6 points of piercing damage. If you miss the target, or fail to deal damage in excess of its hardness or damage reduction, the spell has no effect. If you successfully damage the target, the barb at the end of the wire embeds within the target, and the cable immediately and violently contracts, pulling you and the target next to one another.

If you weigh at least 1-1/2 times as much as the target, then the target is pulled towards you. You must make a special combat maneuver check to pull the target, substituting your caster level in place of your base attack bonus and your Intelligence score in place of your Strength score (if the target is an unattended object, you automatically succeed on this combat maneuver check; if the target is an attended object, the DC is equal to the KAC of the creature in possession of the object +8). If you succeed, the target is dragged in a straight line from its location to the unoccupied space nearest to your position. After being moved in this way, the target is disoriented, and gains the off-target condition for 1 round.

If the target weighs at least 1-1/2 times as much as you, then you are pulled towards the target, instead. You move in a straight line from your location to the unoccupied space nearest the target's position.

If you and the target have similar weights, then you each move as close as possible to half the distance between you. You must still succeed on a combat maneuver check (as outlined above) to force the target to move in this way.

Movement made as part of this spell is not hindered by creatures in the intervening spaces, although movement made as part of this spell does provoke attacks of opportunity, as normal.

Once you, the target, or both have been moved as close to one another as possible, the cable and hook immediately vanish.

You can choose to target very large objects with this spell, such as a spot on a wall, ceiling, or floor. Assuming that you hit your mark and do sufficient damage to exceed the object's hardness, this spell will simply move you to the desired location.

**Pack Rat:** If you have at least 1 bulk's worth of grapplers when you cast this spell, the spell's range increases to long (400 ft. + 40 ft./level). Additionally, you gain a +4 bonus on the initial attack roll, as well as on any combat maneuver checks made to move another creature.



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## Strange and Alien Magic!

The critically-acclaimed Advanced Arcana series travels to the stars to provide new and exciting spells for the Starfinder Roleplaying Game. In a setting where emotionless androids, four-armed kasathas, insectoid shirren, and reptilian vesk can be found amongst the default player races, and the Alien Archive is full of strange and wondrous alien races designed to serve a player characters as well, one can't help but wonder: what does alien magic look like?

Sure, everyone has access to all the spells in the core rules, but with each race developing their own cultures and traditions for thousands of years before ever making contact with other sentient life, it stands to reason that each would have their own unique approach to magic. Surely, each species has certain spells that they developed on their own that no other race would have come up with. What might those spells look like?

This book presents a variety of new spells for ten different alien races: androids, dragonkin, drow, grays, kasatha, lashunta, shirren, skittermanders, vesk, and ysoki, totaling 160 new spells in all. Additionally, each race features a new and unique spell mechanic based on that race, including:

- **Exploit Weakness**, a mechanic for drow spells that causes them to be more effective if the target currently has less than half their maximum hit points.
- **Inscrutable**, a mechanic for gray spells that makes them more effective against creatures that are unable to identify the spell when it is cast.
- **Hive Cast**, a mechanic for shirren spells that allows any number of allies to assist you in casting the spell, increasing its effectiveness.
- **Military Adept**, a mechanic for vesk spells that allows the caster to concentrate on the spell by successfully attacking opponents.
- **Pack Rat**, a mechanic for ysoki spells that makes the spell more effective if the caster is carrying certain items on their person.



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