



TECHNO- MANCER

SPELL DECK 2

4TH - 6TH LEVEL

STARFINDER
COMPATIBLE

ANIMATE DEAD

LEVEL 4

School necromancy

Casting Time 1 standard action

Range touch

Targets one or more corpses

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell turns corpses into undead creatures that obey your spoken commands. The undead can be made to follow you, or they can be made to remain in place and attack any creature (or a specific kind of creature) entering the area. They remain animated until they are destroyed. A destroyed undead can't be animated again. You can create one or more undead creatures with a total CR of no more than half your caster level. You can only create one type of undead with each casting of this spell. Creating undead requires special materials worth 1,000 credits × the total CR of the undead created; these materials are consumed as part of casting the spell. The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only a number of undead whose total CR is no greater than your caster level. If you exceed this number, all the newly created creatures fall under your control and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Once released, such undead have no particular feelings of loyalty to you, and in time they may grow in power beyond the undead you can create. The corpses you use must be as intact as the typical undead of the type you choose to create. For example, a skeleton can be created only from a mostly intact corpse (that has bones) or skeleton. A zombie can be created only from a creature with a physical anatomy.

ARCANE EYE

LEVEL 4

School divination (scrying)

Casting Time 10 minutes

Range planetary

Effect magical sensor

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You create an invisible magical sensor that sends you visual information. The sensor appears at any point within line of sight, but it can then travel beyond your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a humanoid would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The arcane eye sees exactly as you would see if you were there. The arcane eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The arcane eye can't enter another plane of existence, even through Drift travel or a magical gate or similar magical portal. You must concentrate to use an arcane eye. If you do not concentrate, the sensor is inert until you concentrate again.

School evocation (acid)

Casting Time 1 standard action

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

Effect 5-ft.-diameter cloud of acid

Duration 1 round/level

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

A 5-foot cloud of acid-resistant nanites continually converts nearby water vapor into deadly acid. You can create the cloud in the same square as a creature and move it up to 30 feet in any direction as a move action on your turn. If the cloud enters (or is created in) a square containing a creature, it can't move any farther that round and deals 4d6 acid damage to that creature (Reflex negates). The acidic cloud also corrodes any unattended objects along its path, dealing them 4d8 acid damage. If you don't move the cloud, it remains where it is; if it shares its square with any creature at the beginning of your turn, that creature must succeed at a Reflex save or take 4d8 acid damage. Any creature that takes damage from the cloud takes 10 additional acid damage at the end of its next turn.

School conjuration (creation)

Casting Time 1 minute

Range 0 ft.

Effect one nonmagical, nontechnological object of nonliving matter, up to 1 bulk/level; see text

Duration see text

Saving Throw none; **Spell Resistance** no

You create a nonmagical, nontechnological, unattended object of nonliving matter. The volume of the item created can't exceed 1 cubic foot (or 1 bulk) per caster level. You must succeed at an appropriate Engineering or Profession check to make a complex item, and you can't create a consumable item.

4th: When you cast *creation* as a 4th-level spell, it creates an object made out of vegetable matter (such as wood) that has an item level no greater than one-third your caster level. The duration is 1 hour per caster level.

HARDNESS AND RARITY EXAMPLES	DURATION
Vegetable matter	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 mins/level
Gems	10 mins/level
Rare metals*	1 round/level

* Includes adamantine, alchemical silver, mithral, and skymetal alloys. You can't use a 5th-level *creation* spell to create a cold iron item.

School enchantment

Casting Time 1 standard action

Range touch

Targets one nonhostile construct of the technological subtype; see text

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** yes

Waves of inciting programming ebb from your touch, reprogramming a construct to have murderous intentions toward your enemies. This spell must target a construct that is not already programmed or tasked with harming you. The target construct must have a CR lower than or equal to your level. If the target construct is under the control of another creature, the controlling creature can attempt a Will saving throw (DC = the spell's DC) to negate this spell's effect. While this spell is in effect, the construct is under your control. On your turn starting when you cast this spell, you must direct it to attack a target; the construct then pursues and attacks this target as best it can. You can change which target the construct attacks as part of your concentration to continue this spell's duration (a standard action). When you stop concentrating or when the spell's duration otherwise ends, the construct immediately stops following your commands to attack.

School conjuration (teleportation)

Casting Time 1 standard action

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

Targets you and touched objects or touched willing or unconscious creatures

Duration instantaneous

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

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating its direction. You can bring along objects as long as their weight doesn't exceed your maximum load. You can also bring up to four additional willing or unconscious Medium or smaller creatures (carrying gear or objects up to their maximum load) or their equivalent. A Large creature counts as two Medium creatures, and a Huge creature counts as two Large creatures. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. After using this spell, you can't take any other actions until your next turn (and each creature traveling with you can't take any other actions until its next turn). If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you each take 1d6 damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take 2d6 additional damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take 4d6 additional damage and the spell simply fails.

School abjuration

Casting Time 1 standard action

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

Targets see text

Duration instantaneous

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

The spell instantly forces one or more extraplanar creatures off your current plane, whisking them away instantly—usually to the creature's home plane, but there is a 20% chance of sending the target to a random plane other than its own. You can improve the spell's chance of success by presenting one object or substance that the target fears, hates, or otherwise opposes; you gain a +1 circumstance bonus to your caster level check to overcome the target's spell resistance (if any), and the save DC of the spell increases by 2. At the GM's discretion, certain rare items might work twice as well, providing a +2 circumstance bonus to the caster level check to overcome spell resistance and increasing the spell's save DC by 4.

4th: When you cast *dismissal* as a 4th-level spell, it affects one extraplanar creature.

School transmutation

Casting Time 1 standard action; see text

Range see text

Targets see text

Duration see text

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

You tinker with the particles of magic surrounding one or more targets to either allow them to slow a fall, gently rise or descend, or fly short or vast distances.

4th: When you cast *flight* as a 4th-level spell, you can target one willing or unconscious touched creature and affect it as per the 3rd-level version of the spell, except the target's fly speed is increased by 10 feet and the spell lasts for 10 minutes per caster level.

School illusion

Casting Time 1 standard action

Range see text

Area see text

Duration see text

Saving Throw Will disbelief; **Spell Resistance** no

You weave nearby photons into illusory holograms that can take almost any form you can imagine. These holograms are usually effective against cameras, robots, and living creatures.

4th: When you cast *holographic image* as a 4th-level spell, it produces a hologram as per the 3rd-level version of the spell, except the hologram follows a script determined by you. It follows that script for 1 minute per level without you having to concentrate on it. The hologram can include intelligible speech, if you wish.

School illusion

Casting Time 1 standard action

Range touch

Targets one creature

Duration 1 round/level (D)

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

This spell functions like *invisibility*, except it doesn't end if the target attacks.

School enchantment (compulsion)

Casting Time 1 standard action

Range touch

Targets one creature

Duration 1 round/level

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

By touching the target (usually requiring a melee attack roll against the target's EAC, but you can add your key ability score modifier instead of your Strength modifier if it is higher), you flood the target's body with random jolts of electricity or other interference. On a failed Fortitude save, the target is overwhelmed and potentially unable to perform tasks as normal. While this spell is in effect, whenever the target takes any action or reaction, there is a 50% chance that the target simply takes no action instead. Roll this chance separately for each action the target would take. For example, if the target wishes to move and attack during its turn, it would roll d% twice to determine whether it could take those actions—once before each action it wishes to take. Each attack of a full attack action counts as separate action. This spell is effective against living and unliving creatures, and casting it doesn't provoke attacks of opportunity.

School conjuration (calling); see text

Casting Time 10 minutes

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

Targets see text

Duration instantaneous; see text

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

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, created by the spell within its range. The called creature is held in the trap until it agrees to perform one service in return for its freedom or breaks free. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell. The CR of the outsider you can call with *planar binding* depends on the spell's level.

4th: One outsider of CR 4 or lower

The target creature can attempt a Will saving throw. If the creature succeeds at the saving throw, it resists the spell. If it fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully using its spell resistance (meaning you fail a caster level check against its spell resistance), by dimensional travel, or with a successful Charisma check (DC = 15 + half your caster level + your Charisma modifier). It can try each method once per day, and a natural 20 on this check always succeeds (and a natural 1 on your caster level check always fails). If it breaks loose, it can flee or attack you. A *planar barrier* spell cast in the area prevents the creature from escaping via dimensional travel.

PLANAR BINDING, CONT.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to convince the creature to perform a task for you in exchange for release and perhaps some sort of reward. The creature decides which terms it is willing to accept, and it must willingly agree to the terms; magical compulsion isn't sufficient. This continues until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. It never agrees to unreasonable commands.

Once the requested service has been completed, the creature need only to inform you to be instantly sent back to its home plane. The creature might later seek revenge against you for having imprisoned it. If you assign some open-ended task that the creature can't complete through its own actions, the spell remains in effect for 10 days and the creature gains an immediate chance to break free. A defined task that will take longer than 10 days usually counts as unreasonable. Note that a clever recipient can subvert some instructions.

When you use this spell to call a creature with the air, chaotic, earth, evil, fire, good, lawful, or water subtype, the spell gains that descriptor.

REMOVE RADIOACTIVITY

LEVEL 4

School conjuration (healing)

Casting Time 1 standard action

Range touch

Targets or Area one creature or object or one 20-ft.-radius area

Duration instantaneous

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

You remove all ongoing effects of radiation from a single target if you succeed at a caster level check (DC = the DC associated with the radiation effect). The target is cured of both the radiation's poison effects and the radiation sickness disease, moving the target to the healthy state on both tracks. When cast on an area, a single casting of *remove radioactivity* removes radiation from a 20-foot-radius area around the point you touch. This spell has no power to negate naturally radioactive materials, and as long as such materials remain in an area, the radiation that was removed may return.

RESILIENT SPHERE

LEVEL 4

School evocation (force)

Casting Time 1 standard action

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

Targets one Large or smaller creature

Duration 1 minute/level (D)

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

A 10-foot-diameter globe of shimmering force encloses the target creature. The sphere contains the target for the spell's duration. The sphere functions in the same way as a *wall of force*, except it can be negated by *dispel magic*. A target inside the sphere can breathe normally. The sphere can't be physically moved either by creatures outside it or by the struggles of those within.

School abjuration

Casting Time 1 standard action

Range touch

Targets one creature wearing armor

Duration 10 minutes/level

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

Resistant armor grants the target (and its gear) protection from your choice of either kinetic damage or energy damage. If you choose kinetic damage, the target and her gear gain DR 10/— that protects against bludgeoning, piercing, and slashing damage. If you choose energy damage, pick any two of acid, cold, electricity, fire, and sonic damage. The target and her gear gain energy resistance 10 that protects against the chosen types of energy. This damage reduction or energy resistance doesn't stack with any damage reduction or energy resistance the target already has, and multiple castings of this spell don't stack.

School transmutation

Casting Time 1 standard action

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

Targets one living creature

Duration 1 round/level (D); see text

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

Like rewriting the code that makes up a computer program, you manipulate the target's DNA to painfully rewire that target's biological functions to mimic the cold and rigid processes of a robot. The target must succeed at a Will saving throw, or all of its movement speeds are halved and it takes 3d6 slashing damage per round on its turn as its internal organs shift and transform to become more like the inner components of a robot. Each round, the target can attempt a Fortitude saving throw to halve the damage this spell causes. While this spell is in effect, the target's body becomes visibly more robotic; its voice is tinny and halting, its movements are jerky, and its face is unmoving and emotionless. The target has the flat-footed condition, and it takes a -2 penalty to all Sense Motive checks as well as to all Charisma-based and Dexterity-based skill and ability checks.

School enchantment

Casting Time 1 standard action

Range touch

Targets one construct with the technological subtype; see text

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** yes

Waves of calming programming ebb from your touch, potentially stabilizing a construct's harmful intentions toward you and your allies. The target construct must have a CR lower than your level; if it does, the construct is convinced that you and your allies pose no threat. It can't take violent actions against you or your allies, and it can't do anything that would otherwise harm or threaten you (though it continues to carry out orders to take actions that do not harm or threaten you). Any aggressive action or damage dealt by you or your allies to a construct soothed in this way or its allies immediately ends this spell's effects (and could cause the construct to attack you, if it was doing so previously). If an affected construct is under the control of a spellcaster or another creature, the controlling creature can spend a full action to remove *soothing protocol*, as long as it can either touch the construct or give it an order.

WALL OF FIRE

LEVEL 4

School evocation (fire)

Casting Time 1 standard action

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

Effect wall up to 20 ft. long/level or a ring with a radius up to 5 ft./2 levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** yes

An immobile blazing curtain of opaque, shimmering, violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d6 fire damage to creatures within 10 feet and 1d6 fire damage to those beyond 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each subsequent round. In addition, the wall deals 5d6 fire damage to any creature passing through it. The wall deals double damage to undead creatures. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 or more cold damage in 1 round, that length goes away.

BREAK ENCHANTMENT

LEVEL 5

School abjuration

Casting Time 1 minute

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

Targets up to one creature per level, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell frees victims from curses, enchantments, and transmutations. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you attempt a caster level check (1d20 + your caster level, maximum +15) against a DC equal to 11 + the caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC of the caster level check is equal to the DC of the curse. If the spell is one that can't be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower. If the effect comes from a permanent magic item, *break enchantment* doesn't remove the curse from the item but it does free the victim from the item's effects.

CONTACT OTHER PLANE

LEVEL 5

School divination

Casting Time 10 minutes

Range personal

Duration concentration

You send your mind to another plane of existence (an Elemental Plane or some plane further removed) in order to receive advice and information from powers there. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "Yes," "No," "Maybe," "Never," "Irrelevant," or some other one-word answer. You must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You can ask one question for every 2 caster levels. On rare occasions, this divination may be blocked by an act of certain deities or forces. Contacting a minor planar power is relatively safe but may not result in useful answers. For each question you ask, the GM secretly rolls 1d20.

1-2: The power gives you no answer, the spell ends, and you must attempt a DC 7 Intelligence check. On a failed check, your Intelligence and Charisma scores each fall to 8 for a week and you are unable to cast spells for that period.

3-5: You receive a random answer to the question.

6-10: You receive an incorrect answer to the question. Based on the nature and needs of the creature contacted, this may be a lie designed to

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harm you.

11-15: You receive no answer to the question.

16 or More: You receive a truthful and useful one-word answer.

If the question can't be truthfully answered in this way, no answer is received. Contact with minds further removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed by the power's sheer strangeness and force, but it also increases the chance of the power knowing the answer and answering correctly. You can add any value from +1 to +5 to the d20 roll to represent contacting increasingly powerful planar beings. However, on a roll of 1 or 2, the result is still no answer, the spell ends, and you must attempt an Intelligence check to avoid losing Intelligence and Charisma. The DC of this Intelligence check is increased by the same amount added to the d20 check to contact a planar creature.

School transmutation

Casting Time 1 standard action

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

Targets constructs of the technological subtype with individual CRs no greater than your level + 1 and a total CR no greater than twice your level, no two of which can be more than 30 ft. apart

Duration concentration, up to 1 round/level

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

You wrest control of the target constructs and command them telepathically. You can issue commands to any number of controlled constructs on your turn, beginning when you cast this spell, as part of the concentration required to sustain its duration (a standard action). If any of the constructs are under the control of a hostile creature, that controlling creature can attempt a Will saving throw (DC equal to this spell's) to negate this spell's effect. Each construct under the control of another creature grants its controlling creature a separate saving throw to negate the effect for that construct. While this spell is in effect, the affected constructs follow any command you give them, even if it would be dangerous to the controlled constructs. At the end of the spell, the constructs revert to their normal behavior. If they are intelligent, they know and remember that you used magic to control them.

School conjuration (creation)

Casting Time 1 minute

Range 0 ft.

Effect one nonmagical, nontechnological object of nonliving matter, up to 1 bulk/level; see text

Duration see text

Saving Throw none: **Spell Resistance** no

You create a nonmagical, nontechnological, unattended object of nonliving matter. The volume of the item created can't exceed 1 cubic foot (or 1 bulk) per caster level. You must succeed at an appropriate Engineering or Profession check to make a complex item, and you can't create a consumable item.

5th: When you cast *creation* as a 5th-level spell, it creates an object made out of vegetable matter or material of a mineral nature: crystal, metal, stone, or the like. The object can't have an item level greater than half your caster level. The duration depends on the hardness and rarity of the created object, as indicated on the following table.

HARDNESS AND RARITY EXAMPLES	DURATION
Vegetable matter	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 mins/level
Gems	10 mins/level
Rare metals*	1 round/level

* Includes adamantite, alchemical silver, mithral, and skymetal alloys. You can't use a 5th-level *creation* spell to create a cold iron item.

School abjuration

Casting Time 1 standard action

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

Targets see text

Duration instantaneous

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

The spell instantly forces one or more extraplanar creatures off your current plane, whisking them away instantly—usually to the creature's home plane, but there is a 20% chance of sending the target to a random plane other than its own. You can improve the spell's chance of success by presenting one object or substance that the target fears, hates, or otherwise opposes; you gain a +1 circumstance bonus to your caster level check to overcome the target's spell resistance (if any), and the save DC of the spell increases by 2. At the GM's discretion, certain rare items might work twice as well, providing a +2 circumstance bonus to the caster level check to overcome spell resistance and increasing the spell's save DC by 4.

5th: When you cast *dismissal* as a 5th-level spell, it affects a number of extraplanar creatures whose total CR can't exceed your level + 2, no two of which can be more than 30 feet apart.

DISPEL MAGIC, GREATER

LEVEL 5

School abjuration

Casting Time 1 standard action

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

Targets or Area one creature, object, spell, or spellcaster; or a 20-ft.-radius burst

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions like *dispel magic*, except it can end more than one spell on a target and it can be used to target multiple creatures. You choose to use *greater dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counter.

Targeted Dispel: This functions as a targeted *dispel magic*, but you can dispel one spell for every 4 caster levels you have, attempting a separate dispel check for each spell. Additionally, *greater dispel magic* has a chance to dispel any curse that *remove affliction* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Attempt one dispel check and apply that check to each creature or object in the area, as if it were targeted by *dispel magic*. If you don't specify spells and there is more than one possible spell on the target, your targeted dispel attempts to dispel spells at random. Magic items themselves are not affected by an area dispel but additional magical effects on them may be dispelled. For each ongoing spell effect whose point of origin is within the area of the *greater*

DISPEL MAGIC, GREATER, CONT.

dispel magic spell, apply the result of the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the result of the dispel check to end the effect, but only within the overlapping area. If an object or a creature that is the effect of an ongoing spell is in the area, apply the result of the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object. You can choose to automatically succeed at your dispel check against any spell you have cast.

Counter: This functions as countering with *dispel magic*, but you receive a +4 bonus to your dispel check to counter the other spellcaster's spell.

School transmutation

Casting Time 1 standard action; see text

Range see text

Targets see text

Duration see text

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

You tinker with the particles of magic surrounding one or more targets to either allow them to slow a fall, gently rise or descend, or fly short or vast distances.

5th: When you cast *flight* as a 5th-level spell, you can target yourself and be affected as per the 4th-level version of the spell, except the spell lasts for 1 hour per caster level. When you use this flight speed for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). You can cover 140 miles in an 8-hour period of flight (or 80 miles at a speed of 50 feet).

HEAT LEECH

LEVEL 5

School evocation (cold)

Casting Time 1 standard action

Range 60 ft. **Area** cone-shaped burst

Duration instantaneous; see text

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

You drain the heat from all creatures and objects in the area, dealing 13d8 cold damage. You can store the gathered heat energy in a used battery. If you do so and use that battery when casting *explosive blast* within 1 minute, that spell deals 2d6 additional fire damage, destroying the used battery. Otherwise, the energy dissipates normally.

School illusion

Casting Time 1 standard action

Range see text

Area see text

Duration see text

Saving Throw Will disbelief; **Spell Resistance** no

You weave nearby photons into illusory holograms that can take almost any form you can imagine. These holograms are usually effective against cameras, robots, and living creatures.

5th: When you cast *holographic image* as a 5th-level spell, it produces a hologram as per the 4th-level version of the spell, except the size of the hologram can't extend beyond a 20-foot cube plus one 10-foot cube per caster level. You can choose to make the hologram permanent at the time of casting. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating. Alternatively, you can have the hologram activate when a specific condition (which you set at the time of casting) occurs. The event that triggers the hologram can be as general or as specific and detailed as desired, but it must be based on an audible, olfactory, tactile, or visual trigger. The trigger can't be based on some quality not normally obvious to the senses, such as alignment. The spell lasts until it is triggered, and then the hologram lasts for 1 round per caster level.

School illusion

Casting Time 1 standard action

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

Area one 20-ft. cube/level (S)

Duration 2 hours/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

You make terrain look, sound, and smell like some other sort of terrain. Equipment, structures, and vehicles within the area can be hidden or changed in appearance. The illusion includes audible, olfactory, tactile, and visual elements and is effective against cameras, living creatures, robots, and scrying spells. This spell can't disguise or add creatures nor can it make them invisible (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

School illusion

Casting Time 1 standard action

Range personal; see text

Effect one illusory double

Duration 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw none or Will disbelief, see text; **Spell Resistance** no

You become invisible (as *greater invisibility*), and at the same time, a figment double of you (as per a 3rd-level casting of *holographic image*) appears. The double appears within close range (25 feet + 5 feet/2 levels) but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it can't attack or cast spells, though it can pretend to do so. The illusory double lasts as long as you concentrate upon it plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The invisibility lasts for 1 round per level, regardless of concentration.

School transmutation

Casting Time 1 standard action

Range touch

Effect 5-ft.-by-8-ft. opening

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You can create a passage through metal, plaster, plastic, stone, or wooden walls, but you can not create one through force fields, starship bulkheads, or other harder materials. The passage is 30 feet deep. If the wall's thickness is more than the depth of the passage created, then a single casting of *passwall* simply makes a niche or short tunnel. Several castings of *passwall* can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is more than one, or out the sole exit.

School conjuration (calling); see text

Casting Time 10 minutes

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

Targets see text

Duration instantaneous; see text

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

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, created by the spell within its range. The called creature is held in the trap until it agrees to perform one service in return for its freedom or breaks free. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell. The CR of the outsider you can call with *planar binding* depends on the spell's level.

5th: One outsider of CR 7 or lower

The target creature can attempt a Will saving throw. If the creature succeeds at the saving throw, it resists the spell. If it fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully using its spell resistance (meaning you fail a caster level check against its spell resistance), by dimensional travel, or with a successful Charisma check (DC = 15 + half your caster level + your Charisma modifier). It can try each method once per day, and a natural 20 on this check always succeeds (and a natural 1 on your caster level check always fails). If it breaks loose, it

PLANAR BINDING, CONT.

it can flee or attack you. A *planar barrier* spell cast in the area prevents the creature from escaping via dimensional travel. If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to convince the creature to perform a task for you in exchange for release and perhaps some sort of reward. The creature decides which terms it is willing to accept, and it must willingly agree to the terms; magical compulsion isn't sufficient. This continues until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. It never agrees to unreasonable commands. Once the requested service has been completed, the creature need only to inform you to be instantly sent back to its home plane. The creature might later seek revenge against you for having imprisoned it. If you assign some open-ended task that the creature can't complete through its own actions, the spell remains in effect for 10 days and the creature gains an immediate chance to break free. A defined task that will take longer than 10 days usually counts as unreasonable. Note that a clever recipient can subvert some instructions. When you use this spell to call a creature with the air, chaotic, earth, evil, fire, good, lawful, or water subtype, the spell gains that descriptor.

School abjuration

Casting Time 10 minutes

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

Area one 30-ft. cube/level (S)

Duration 24 hours (D)

Saving Throw none; **Spell Resistance** no

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally. Divination (scrying) spells can't perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), and technological communication (as it blocks broadcasts), but it doesn't prevent other magic communication, such as a *telepathic message* spell, or telepathic communication. The spell does not prevent creatures or objects from moving into and out of the area.

PRYING EYES

LEVEL 5

School divination

Casting Time 1 minute

Range 1 mile

Effect 20 magical sensors

Duration 1 hour/level (D): see text

Saving Throw none: **Spell Resistance** no

You create 20 semitangible, visible magical orbs called "eyes." These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions. While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct (about the size of a small apple) with the magical subtype. They each have 1 Hit Point and EAC and KAC of 18, and they fly at a speed of 30 feet with a +20 bonus to Acrobatics checks to fly and a +16 bonus to Stealth checks. An eye has a +20 Perception bonus and is subject to darkness, fog, illusions, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch. When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. The eyes know anything you know. In order to report their findings, the eyes must return to your hand. Each eye replays in your mind all that it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying all of its findings, an eye simply disappears. If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event. The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy the eyes. Roll separately for each eye caught in an area dispel.

School transmutation

Casting Time 1 standard action

Range touch

Targets one construct or weapon

Duration 1 minute

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

On each round, the target construct or weapon regains 2d8 Hit Points. This does not stack with any fast healing the construct or weapon already has. You can't target a construct or weapon that has been brought to 0 Hit Points or destroyed.

School abjuration

Casting Time 1 standard action

Range 30 ft.

Targets up to 10 creatures wearing armor within range

Duration 1 minute/level

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

This spell functions as *lesser resistant armor*, except as indicated above, and the wearers and their gear gain DR 5/— or energy resistance 5 that protects against all five energy types.

School divination (mind-affecting)

Casting Time 1 standard action

Range touch

Targets one living creature

Duration instantaneous

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

To affect the target, you must hit with a melee attack against its EAC; you can add your key ability score modifier to this attack roll instead of your Strength modifier if it is higher. You then overload the target's mind, causing the target's synapses to violently trigger. The target takes 18d8 damage and is staggered for 1 minute. A target can negate the staggered effect with a successful Fortitude saving throw, but still takes full damage. Casting this spell doesn't provoke attacks of opportunity.

TELEKINESIS

LEVEL 5

School transmutation

Casting Time 1 standard action

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

Targets see text

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

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

You move objects or creatures by concentrating on them. Depending on your desired effect (choose one from below), the spell can perform a variety of combat maneuvers, provide a gentle, sustained force, or exert a single short, violent thrust.

Combat Maneuver: Once per round, you can use *telekinesis* to perform a ranged attack that acts as a bull rush, disarm, grapple (including pin), or trip combat maneuver. Resolve these attempts as normal, but use your caster level plus your key ability score modifier as your attack bonus. No saving throw is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentrating.

Sustained Force: A sustained force moves an object of no more than 25 pounds or 2 bulk per caster level up to 20 feet per round in any direction (including up or down). A creature can negate the effect on an object it holds with a successful Will save or with spell resistance. This version of the spell lasts 1 round per caster level, but it ends if you cease concentrating. The spell ends if the object is forced beyond the spell's

TELEKINESIS, CONT.

range. You can telekinetically manipulate an object as if with one hand. For example, a lever can be pulled, a key turned, a button pushed, an object rotated, and so on if the force required is within the weight limitation. You might even be able to untie simple knots, though a delicate activity such as this requires a successful DC 15 Intelligence check.

Violent Thrust: The spell energy can be spent in a single round. You can hurl up to 15 objects or creatures that are within range (no two of which can be more than 10 feet apart) toward any target within 150 feet of all the objects. You can hurl up to a total weight of 400 pounds or 40 bulk. You must make attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus plus your key ability score modifier as your attack bonus. All objects cause damage ranging from 1 damage per 25 pounds or 2 bulk (for less dangerous objects) to 1d10 damage per 25 pounds or 2 bulk (for extremely dangerous objects, such as weapons or bladed or spiked objects). Objects and creatures that miss the target land in a square adjacent to the target. Creatures that fall within the weight capacity of the spell can be hurled, but they can attempt Will saving throws (or rely on spell resistance) to negate the effect, as can those whose held possessions are targeted by the spell. If a thrown creature is hurled against a solid surface, it takes 1d6 damage as if it had fallen 10 feet.

TELEPORT

LEVEL 5

School conjuration (teleportation)

Casting Time 1 standard action

Range 2,000 miles

Targets you and touched objects and other touched willing or unconscious creatures

Duration instantaneous

Saving Throw none, Will negates (object): **Spell Resistance** no, yes (object)

This spell instantly transports you to a designated destination within 2,000 miles. Interplanar and interplanetary travel is not possible, and neither is travel between two moving starships during combat, though you might be able to teleport to a planet's surface from an orbiting starship. You can bring along objects as long as their weight doesn't exceed your maximum bulk limit. You can also bring up to five additional willing or unconscious Medium or smaller creatures (carrying gear or objects up to its maximum load) or their equivalent. A Large creature counts as two Medium creatures, and a Huge creature counts as four Medium creatures. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As the caster, you need not attempt a saving throw, nor is spell resistance applicable to you. Only objects held or in use by another creature receive saving throws and benefit from spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy can make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult Table 1D-1. Refer to the following information for definitions of the terms on the table (see reverse).

Familiarity: "Very familiar" describes a place you have been very often and where you feel at home. "Studied carefully" describes a place you know well, either because you can currently physically see it or because you've been there often. "Seen casually" describes a place you have been to more than once but with which you are not very

TELEPORT, CONT.

familiar. "Viewed once" describes a place you have seen once in person or have extensively studied through scrying magic, remote cameras, or recorded images (for a remote-viewed location, you still need to have a clear idea of the location; you can't teleport to an unknown location that you've seen in a holovid). "False destination" describes a place that doesn't truly exist, or if you are teleporting to an otherwise familiar location, it is a place that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from. **On Target:** You appear where you want to be. **Off Target:** You appear safely a random distance away from the destination in a random direction. The distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly. **Similar Area:** You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead. **Mishap:** You and anyone else teleporting with you have gotten "scrambled." You each take 2d10 damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "mishap" comes up, the creatures take more damage and must reroll.

FAMILIARITY	ON TARGET	OFF TARGET	SIMILAR AREA	MISHAP
Very familiar	1-97	98-99	100	-
Studied carefully	1-94	95-97	98-99	100
Seen casually	1-88	89-94	95-98	99-100
Viewed once	1-76	77-88	89-96	97-100
False destination	-	-	81-92	93-100

UNWILLING GUARDIAN

LEVEL 5

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./level)

Targets one creature with CR lower than your level; see text

Duration 1 round/level (D)

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

Your overwhelming presence bores into the target's mind, cowing its will. This turns it into an automaton-like guardian that protects you at all costs. As soon as it is able, the target mindlessly moves along the most direct route toward you and stops when it is within 10 feet of you (provoking attacks of opportunity for movement as normal). If you are being attacked in melee by a creature within 10 feet, the target instead takes the quickest route to intercept that creature from a square within 10 feet of you and attack it on your behalf. While this spell is in effect, the target attacks any creature that attacks you in melee, though it can't move more than 10 feet from you to do so. If multiple creatures are attacking you in melee, you can choose which creature the target attacks on your behalf as part of combat banter. If you are the target of ranged attacks and your guardian is not attacking a melee assailant on your behalf, it moves to provide cover against the ranged attacks. Due to the strong momentary connection between you and your unwilling guardian, if you are the single target of a hostile creature's spell or effect, the creature must succeed at a caster level check (DC = 6 + your caster level) or the spell or effect instead targets your guardian. This spell has no effect on area of effect or multi-target spells or other effects that include you as a target. When this spell ends, the target regains control of its faculties entirely and it knows and remembers that you used magic to control it. Once a creature has been the target of *unwilling guardian*, it can't be targeted with this spell again for 24 hours if cast by the same spellcaster.

WALL OF FORCE

LEVEL 5

School evocation (force)

Casting Time 1 standard action

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

Effect wall with area up to one 10-ft. square/level

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

Wall of force creates an invisible wall of pure force. You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails. This counts as a force field for effects that can't penetrate a force field. The wall can't move and is not easily destroyed. A wall of force is immune to *dispel magic*. A *greater dispel magic* specifically targeting the *wall of force* can dispel it, but treat the wall of force's caster level as being 5 higher than the actual caster level. A wall of force can be damaged by spells and attacks as normal, but a wall of force has hardness 30 and 300 Hit Points. *Disintegrate* instantly destroys a wall of force. Breath weapons and spells can't pass through a wall of force in either direction, though *dimension door*, *teleport*, and similar effects can bypass the barrier. The wall blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks operate normally through a wall of force.

BATTLE JUNKBOT

LEVEL 6

School transmutation

Casting Time 1 round

Range touch

Targets at least 1 bulk of inert electronic equipment; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a vicious robot that can hunt down and attack your enemies. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above as long as the junk is found in a large enough quantity. Creating a battle junkbot also requires one ultra-capacity battery. Casting this spell drains all of the battery's charges. While casting this spell, you use your magic and technological know-how to rearrange the junked parts and infuse them with aggression and martial skills. A battle junkbot is Small, its KAC and EAC are each equal to 15 + your technomancer level, it has hardness 15, and it has a number of Hit Points equal to half of your own (but no Stamina Points). It uses your saving throw bonuses when it is the target of spells and other targeted effects. It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. For purposes of spells and effects that target the junkbot, it is treated as a construct with the magical and technological subtypes. The battle junkbot has four hands. It is treated as if it had the Deadly Aim

BATTLE JUNKBOT, CONT.

and Improved Combat Maneuver (Bull Rush, Grapple, Trip) feats. It has an attack bonus equal to $6 + \text{your technomancer level}$; in one hand it wields a special buzzblade dagger that deals $6d8+6$ damage instead of its normal damage, and a second hand carries a special light laser pistol that deals $6d6$ damage instead of its normal damage. Damage from the junkbot's special weapons counts as magic for the purpose of overcoming damage reduction. You can give new basic commands to your battle junkbot telepathically on your turn as a move action, and the junkbot can take actions as if it were a normal creature. You are aware when the robot has made an attack or combat maneuver and whether or not it was successful, as well as when the battle junkbot has been attacked, has taken damage, or is destroyed, but you can perceive nothing else through this basic telepathic link. When the battle junkbot is destroyed or this spell ends, the electronic equipment you used to create the junkbot falls apart into refuse, its circuitry fried beyond anything recognizable. You cannot use this refuse as a target to create another junkbot.

School evocation (electricity)

Casting Time 1 standard action

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

Targets one primary target and up to 10 secondary targets, no two of which can be more than 30 ft. from the primary target

Duration instantaneous

Saving Throw Reflex half, see text; **Spell Resistance** yes

Choose a primary target as well as up to 10 secondary targets within 30 feet of the primary target. The primary target must be carrying or wielding some kind of equipment that uses electricity. This spell causes the primary target's electrical equipment to surge with deadly electricity, which arcs out to strike the secondary targets, dealing 13d12 electricity damage to all targets chosen. If the primary target fails its Reflex save, the spell also shorts out one of that target's electrical items (your choice) for 1 round, meaning the primary target can't use it for that period. If the primary target negates the effect entirely (such as with evasion), the secondary targets also suffer no effects.

CONTROL GRAVITY

LEVEL 6

School transmutation

Casting Time 1 standard action

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

Area up to one 10-ft. cube/2 levels (S)

Duration 1 round/level (D)

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

You can control gravity in an area, causing it to reverse, become zero-g, or become extremely strong. A creature or object within the area that succeeds at its saving throw is unaffected (though if it stays in the area, it must succeed at a new save each round or become affected), but it might still suffer secondary effects (such as an object flying up from reversed gravity, or an object falling upon it when the spell ends). You choose how to have this spell affect gravity when you cast it, and you cannot change it without recasting the spell. If two *control gravity* spells affect the same area, they negate each other in the area of overlap. If you reverse gravity in an area, you cause unattached objects and creatures in the area to fall upward and reach the top of the affected area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the spell's area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell's duration, affected objects and creatures fall downward. Creatures who can fly or levitate can keep themselves from falling in either direction. If you increase gravity in the area, creatures and objects weigh

CONTROL GRAVITY, CONT.

twice as much as normal, move at half speed, can jump only half as far as normal, and can lift and carry only half as much as normal. Any flying target has its maneuverability worsened by one step (from average to clumsy, for example; minimum clumsy) and plummets to the ground unless it succeeds at a DC 25 Acrobatics check to fly to remain in the air. An area of zero-g works like the zero-g environment (see page 402). You can also use this spell to make areas of zero-g, heavy gravity, or light gravity act as normal gravity for the duration (see page 402).

CONTROL UNDEAD

LEVEL 6

School necromancy

Casting Time 1 standard action

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

Targets undead creatures with individual CRs no greater than your level + 1 and a total CR no greater than twice your level, no two of which can be more than 30 ft. apart

Duration 1 minute/level

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

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. No matter what, the controlled undead do not attack you. At the end of the spell, the targets revert to their normal behavior. If any of the undead are under the control of a hostile creature, that controlling creature can attempt a Will saving throw (DC = the spell's DC) to negate this spell's effect if the creature failed its initial saving throw. Each undead under the control of another creature grants its controlling creature a separate saving throw to negate the effect for that undead. Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's duration ends.

School abjuration

Casting Time 1 standard action

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

Targets or Area one creature or technological object, or a 20-ft.-radius burst

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** no

This spell functions as *discharge*, except it can discharge multiple technological objects. You can use it in one of two ways: an area discharge or a targeted discharge.

Area Discharge: When used in this way, the spell affects everything within a 20-foot-radius burst. Each creature in the area is affected as though by *discharge* (affecting only one object in the creature's possession), and each unattended object is similarly affected.

Targeted Discharge: If this spell targets a single creature, it can discharge one randomly determined object from the target's charged or electrically powered possessions for every 4 caster levels you have.

School transmutation

Casting Time 1 standard action

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

Targets one creature or object, or up to a 10-ft. cube of nonliving matter

Duration instantaneous

Saving Throw Fortitude partial (object); **Spell Resistance** yes

Immense power shoots from your finger, with the potential to disintegrate a target where it stands. When you cast this spell, a thin, green ray springs from your pointing finger. You must make a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit, the target takes 14d20 damage. Any creature reduced to 0 Hit Points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. Only one target is affected per casting of this spell. When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but it does not affect other magical effects that are not an object, creature, or force effect. A creature or object that succeeds at a Fortitude saving throw is partially affected, taking only 4d20 damage. If this damage reduces the creature or object to 0 Hit Points, the target is entirely disintegrated.

ETHEREAL JAUNT

LEVEL 6

School transmutation

Casting Time 1 standard action

Range personal

Duration 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are on the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear events and creatures on the Material Plane, but everything looks gray and ephemeral. Sight and hearing on the Material Plane are limited to 60 feet and many kinds of senses (such as blindsense and blindsight) don't work across the planar boundary. Force effects and abjurations affect an ethereal creature normally, but force effects originating on the Ethereal Plane don't affect targets on the Material Plane. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures and objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as you would if you were both on the Material Plane. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted to the nearest open space and take 1d6 damage per 5 feet that you so travel.

School transmutation

Casting Time 1 standard action; see text

Range see text

Targets see text

Duration see text

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

You tinker with the particles of magic surrounding one or more targets to either allow them to slow a fall, gently rise or descend, or fly short or vast distances.

6th: When you cast *flight* as a 6th-level spell, you can target multiple willing or unconscious creatures at close range (25 feet + 5 feet/2 levels) and affect them as per the 3rd-level version of the spell. You can target one creature per caster level, all of which must be within 30 feet of each other. This casting of the spell lasts 10 minutes per caster level.

HOLOGRAPHIC IMAGE

LEVEL 6

School illusion

Casting Time 1 standard action

Range see text **Area** see text

Duration see text

Saving Throw Will disbelief: **Spell Resistance** no

You weave nearby photons into illusory holograms that can take almost any form you can imagine. These holograms are usually effective against cameras, robots, and living creatures.

6th: When you cast *holographic image* as a 6th-level spell, it creates a quasi-real, illusory version of yourself at medium range (100 feet + 10 feet/level). This hologram looks, sounds, and smells like you, but it is intangible. The hologram mimics your actions (including speech) unless you use a move action to direct it to act differently. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a move action. While you are using its senses, your body is considered blinded and deafened. If you desire, any spell you cast with a range of touch or greater can originate from the hologram instead of from you. The hologram can't cast spells on itself except for illusion spells. Spells cast in this manner affect other targets normally, despite originating from the hologram. An object isn't deceived by illusions (treat as if it had succeeded at its Will saving throw). The hologram remains for 1 round per level, and you must maintain line of effect to the hologram at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *plane shift*, *teleport*, or a similar spell that breaks your line of effect, even momentarily, the spell ends. This casting of the spell is a shadow effect.

School conjuration (teleportation)

Casting Time 1 standard action

Range solar system or plane; see text

Targets you and touched objects or touched willing or unconscious creatures

Duration instantaneous

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

This spell functions as *teleport*, except there is no hard range limit and you don't need to have seen your destination. You can teleport to anywhere you are familiar with on the planet you are on while casting the spell, or you can teleport to any other planet in the same solar system. You must have an unambiguous idea of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world with oceans" is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise, you arrive at a location that would not immediately be life threatening. If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the spell simply fails. You can also attempt to teleport to planets in different solar systems that you have visited before. This increases the casting time to 1 hour and costs a number of Resolve Points equal to the number of days it would take to reach the planet through Drift travel (assume a base engine with a Drift rating of 1; the GM rolls this randomly, after you begin casting the spell). If you don't have enough Resolve Points, you spend all the Resolve Points you have available and the spell fails.

School illusion

Casting Time 1 standard action

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

Targets any number of creatures, no two of which can be more than 180 ft. apart

Duration 1 minute/level (D)

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

This spell functions like *invisibility*, except the effect moves with the group and is broken when anyone in the group attacks. Individuals in the group can't see one another. Any individual who moves more than 180 feet from the nearest member of the group loses the benefit of this spell. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

PLANAR BARRIER

LEVEL 6

School abjuration

Casting Time 6 rounds

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

Area one 60-ft. cube/level (S)

Duration 24 hours

Saving Throw none; **Spell Resistance** yes

Planar barrier seals an area against all planar travel into or within it. This includes all teleportation spells, summoning spells, plane shifting, astral travel, and ethereal travel. Such effects simply fail automatically. Starships cannot enter or emerge from Drift travel in an area affected by this spell. *Dispel magic* does not dispel your *planar barrier* effect unless the caster level of the creature attempting to dispel it is at least as high as your own. You can't have multiple overlapping *planar barrier* effects. If *planar barrier* effects would overlap, the more recent effect stops at the boundary of the older effect. A *planar barrier* can be made permanent with a special ritual, which takes 1 hour and requires materials worth 15,000 credits per 60-foot cube.

PLANAR BINDING

LEVEL 6

School conjuration (calling); see text

Casting Time 10 minutes

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

Targets see text

Duration instantaneous; see text

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

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, created by the spell within its range. The called creature is held in the trap until it agrees to perform one service in return for its freedom or breaks free. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell. The CR of the outsider you can call with *planar binding* depends on the spell's level.

6th: One outsider of CR 10 or lower

The target creature can attempt a Will saving throw. If the creature succeeds at the saving throw, it resists the spell. If it fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully using its spell resistance (meaning you fail a caster level check against its spell resistance), by dimensional travel, or with a successful Charisma check ($DC = 15 + \text{half your caster level} + \text{your Charisma modifier}$). It can try each method once per day, and a natural 20 on this check always succeeds (and a natural 1 on your caster level check always fails). If it breaks loose, it can flee or attack you. A *planar barrier* spell cast in the area prevents the creature from escaping via dimensional travel. If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to convince the creature to perform a task for you in exchange for release and perhaps some sort of reward. The creature decides which terms it is willing to accept, and it must willingly agree to the terms; magical compulsion isn't sufficient. This continues until the creature promises to serve.

PLANAR BINDING, CONT.

until it breaks free, or until you decide to get rid of it by means of some other spell. It never agrees to unreasonable commands. Once the requested service has been completed, the creature need only to inform you to be instantly sent back to its home plane. The creature might later seek revenge against you for having imprisoned it. If you assign some open-ended task that the creature can't complete through its own actions, the spell remains in effect for 10 days and the creature gains an immediate chance to break free. A defined task that will take longer than 10 days usually counts as unreasonable. Note that a clever recipient can subvert some instructions. When you use this spell to call a creature with the air, chaotic, earth, evil, fire, good, lawful, or water subtype, the spell gains that descriptor.

PLANE SHIFT

LEVEL 6

School conjuration (teleportation)

Casting Time 1 standard action

Range touch

Targets one creature, or up to eight willing or unconscious creatures

Duration instantaneous

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

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing or unconscious creatures are linked by hand in a circle, as many as eight can be affected by a single casting of *plane shift*. Arriving at a precise location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane (except for the Drift), though you appear 5 to 500 miles (5d%) from the last place one of the targets (your choice) was located last time that target traveled to that plane. If it's the first time traveling to a particular plane for all targets, you appear at a random location on the plane, though you can use other means of transit, such as *interplanetary teleport*, to travel on the new plane. Mystics must have an object attuned to a specific plane or native to that plane in order to use *plane shift* to travel to a plane. A technomancer requires a planar navigational program for a specific plane in order to travel to that plane with *plane shift*. Special rituals, jealously hoarded by powerful technomancers and mystics, can allow you to travel to specific locations on the chosen plane, or even to unknown worlds.

RESISTANT ARMOR, GREATER LEVEL 6

School abjuration

Casting Time 1 standard action

Range touch

Targets one creature wearing armor

Duration 10 minutes/level

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

Lesser resistant armor grants the target (and its gear) protection from your choice of either kinetic damage or energy damage. If you choose kinetic damage, the target and her gear gain DR 15/— that protects against bludgeoning, piercing, and slashing damage. If you choose energy damage, pick any two of acid, cold, electricity, fire, and sonic damage. The target and her gear gain energy resistance 15 that protects against the chosen types of energy. This damage reduction or energy resistance doesn't stack with any damage reduction or energy resistance the target already has, and multiple castings of this spell don't stack.

School transmutation

Casting Time 1 standard action

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

Targets up to one living creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level (D); see text

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

Like rewriting the code that makes up a computer program, you manipulate the target's DNA to painfully rewire that target's biological functions to mimic the cold and rigid processes of a robot. The target must succeed at a Will saving throw, or all of its movement speeds are halved and it takes 3d6 slashing damage per round on its turn as its internal organs shift and transform to become more like the inner components of a robot. Each round, the target can attempt a Fortitude saving throw to halve the damage this spell causes. While this spell is in effect, the target's body becomes visibly more robotic; its voice is tinny and halting, its movements are jerky, and its face is unmoving and emotionless. The target has the flat-footed condition, and it takes a -2 penalty to all Sense Motive checks as well as to all Charisma-based and Dexterity-based skill and ability checks.

SHADOW WALK

School illusion (shadow)

Casting Time 1 standard action

Range touch

Targets up to one Medium creature or vehicle/level

Duration 1 hour/level (D)

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

To use *shadow walk*, you must be in an area of dim light. You and any creature or vehicle you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. All targets affected must be in indirect contact with one another. A Large target counts as two Medium targets, a Huge target counts as four Medium targets, and so forth. Creatures you transport this way can opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if the creatures are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow can attempt a Will saving throw to negate the effect. In the region of shadow, you move at a rate of 200 miles per hour. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 × 100 feet in a random horizontal direction from your desired

endpoint. If this would place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no saving throw). *Shadow walk* can also be used to travel to other planes that border on the Plane of Shadow (except for the Drift), but this usage requires you to travel across the Plane of Shadow to arrive at a border with another plane of reality, which takes 1d4 hours.

SHADOWY FLEET

LEVEL 6

School illusion (shadow)

Casting Time 1 standard action

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

Area 60-ft. radius

Duration 1 round/level

Saving Throw Will disbelief and Reflex half, see text; **Spell Resistance** yes

You create a powerful vision of a fleet of hostile starships overhead that appears to rain fiery laser shots mercilessly at your enemies. The ships appear to be 1,000 feet overhead and target a 60-foot-radius area that you designate on the ground. You can't cast this spell indoors unless you are within a structure that a fleet of starships could believably fit within. Each round this spell is in effect, the starships deal 3d6 piercing damage and 3d6 fire damage to all hostile creatures in the area as the ships appear to shoot lasers at your enemies. If a creature interacts with the illusion (such as by taking damage), it can attempt a Will saving throw to take only half of this damage per round for the remainder of the spell. Regardless of whether a creature disbelieves the illusion, each round it takes damage from this spell, it can attempt a Reflex saving throw to instead take half damage; thus, if a creature that succeeded at its Will saving throw also succeeds at its Reflex save in a given round, it takes one-quarter the spell's damage that round.

SYMPATHETIC VIBRATION

LEVEL 6

School evocation (sonic)

Casting Time 10 minutes

Range touch

Targets one freestanding structure or vehicle

Duration up to 1 round/level

Saving Throw none; **Spell Resistance** yes

By attuning yourself to a freestanding structure or vehicle (this doesn't include starships), you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 sonic damage per round to the target, bypassing hardness. You can choose at the time of casting to limit the duration of the spell; otherwise, it lasts for 1 round per level. If the spell is cast upon a target that is not freestanding, the surrounding material dissipates the effect and no damage occurs. *Sympathetic vibration* can't affect creatures (even if they are constructs).

School transmutation

Casting Time 1 hour

Range 100 ft.

Area 100-ft.-radius emanation centered on you

Duration 1 day/level; see text

Saving Throw none; **Spell Resistance** no

You alter the area's terrain and climate to a new terrain and climate type appropriate to the planet or plane. For example, you might transform a desert into plains. To cast this spell, you must spend 10 Resolve Points along with technological gear worth 30,000 credits (which is magically augmented to do much of the terraforming, then consumed by the spell). A xenodruid mystic instead uses crystals and incenses worth 30,000 credits. This magically alters the area's climate and normal plants to those appropriate to the new terrain, but it doesn't affect creatures or the configuration of the ground. Transforming rocky hills into forested areas converts grasses into shrubs and small trees, but it doesn't flatten the hills or change the animals to suit the new environment. You can alter the climate by one step (cold, temperate, or warm). The maximum extent of the terrain change is up to the GM, but in general it changes to a similar terrain type or by one step within that terrain type (such as from a typical forest to a forest with massive trees or light undergrowth, from a shallow bog to a deep bog, and so on). Multiple castings of the spell in the same area can create an area with radically different terrain and climate than the surrounding land. The GM can decide that certain terrain shifts are unsustainable and shorten the duration or that some are suitable for the area and extend the duration. This spell could have many secondary effects based on the nature of the change, the type of bordering terrain, and so on; these should be determined by the GM on a case-by-case basis. For example, transforming a desert requires drawing water up from underground to sustain the plants, which could deplete the water table in nearby areas.

School divination

Casting Time 1 standard action

Range touch

Targets one creature

Duration 1 minute/level

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

You confer upon the target the ability to see all things within 120 feet as they actually are. The target sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects that are invisible or displaced, sees through illusions, and sees the true form of changed or transmuted things. Further, the target can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). *True seeing*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

School illusion

Casting Time 1 standard action

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

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

Duration concentration + 1 hour/level (D)

Saving Throw Will negates or disbelief, see text; **Spell Resistance** yes, see text

You instantly change the appearance of the targets and then maintain that appearance for the spell's duration. You can make the targets appear to be anything you wish. The targets look, feel, and smell just like what the spell makes them resemble. Affected creatures return to their normal appearances if slain. You must succeed at a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus to such a check (since it counts as altering your form). An unwilling target can negate the spell's effect on it by succeeding at a Will saving throw or by relying on spell resistance. Those who interact with the targets can attempt Will saving throws to disbelieve the illusion, but spell resistance doesn't help pierce the illusion.

WALL OF STEEL

LEVEL 6

School conjuration (creation)

Casting Time 1 standard action

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

Effect steel wall with area up to one 5-ft. square/level; see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You cause a flat, vertical steel wall to spring into existence. The stress of casting this spell requires you to spend 1 Resolve Point. The wall can fit into any space of surrounding nonliving material if its area is sufficient to do so. The wall can't be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space. A wall of steel is 4 inches thick. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has hardness 15 and 45 Hit Points per inch of thickness. A section of wall that is reduced to 0 Hit Points is breached. The DC of the Strength check for a creature to break through the wall with a single attack is 30. The wall is firmly anchored to its surroundings, and it doesn't easily tip over; it can't be summoned into any area where it is likely to fall or collapse. Like any steel wall, this wall is subject to perforation and other natural phenomena, though it doesn't rust or corrode under typical circumstances. The metal created by this spell is not suitable for use in the creation of other objects and can't be sold.

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