

Spells: Changes from the Core Rules

- Schools of magic are now subsumed into areas of mastery.
- The concept of concentration checks and casting defensively have been removed. In practice, these checks only slowed the pace of combat and most casters could automatically succeed on defensive casting anyway.
- Counterspelling has been revised into a feat with a simpler and more effective mechanic. See Chapter 5.
- XP and Divine Focus components have been removed. Losing xp is no fun and not all DMs like to use xp anyway. Always requiring a divine focus component means that you can neutralize a cleric by taking away his holy symbol. This not only doesn't make sense it is no fun for the player.
- Spell ranges are now specified in squares and have a fixed size rather than a level dependent size to avoid dragging a combat to a halt while the spellcaster calculates whether a target is in range. The ranges have also been greatly reduced to increase the tactical importance of range.
- Areas of effect have been reduced to 3 types: lines, walls and cubes. Cubes are effectively the same as a spread but are cube shaped so that the affected creatures are readily apparent. While more complex shapes make for interesting tactical choices, in practice it was not worth the slow down in combat.
- When attacking multiple creatures within an area of effect, you no longer make a separate attack roll for each creature. See the Area of Effect Attack in the Combat chapter.
- Except in rare cases, spells no longer grant a temporary bonus to attacks, defenses or saves. Tokens are used instead (see Tokens in Chapter 7: Combat).
- The casting times of many spells have been adjusted. Many “buff” spells that enhance allies are now swift action spells. Many spells that are intended to have a long effect, now have a casting time measured in minutes. This virtually eliminates meta-gaming driven by a desire to cast buff spells before a combat started.
- Spells that create an “instant kill” or otherwise irrevocably remove a combatant from a combat have been adjusted. Finger of death can still kill you, but it's no longer an all or nothing affair. Sitting out a combat is no fun so should be a rare event.
- Instead of having a selected set of spells per day, spells now use a frequency mechanic. Some spells are once per day, some are once per encounter, some are unlimited. Overall, this is a big step away from a Vancian magic system.
- Illusions now automatically work all the time. Detecting an illusion is now a matter of character insight rather than just making a Will save. The Will save mechanic was cumbersome and awkward.
- Spells now have enhanced versions that you can take at higher levels. This allows similar spells to be combined into one which keeps the associated mechanics consistent and in one place.

Spells: Changes from the Core Rules (continued)

- Spell resistance has been removed from the rules. In practice, this only slowed down combat when, in most cases, simply increasing a creature's defenses would create the same effect. Also, spell resistance could sometimes prevent an ally from receiving a critical healing spell.
- Almost every spell has been edited in some way to make it simpler or take advantage of changed mechanics. Many spells have been removed or merged with others. A complete list of spells that have been removed, renamed or merged with others is at the end of this chapter.
- The Breath of Life spell has been added.

Spells

Spellcasting is the ability of a creature to channel power outside of itself to bend reality to its will. The power source may be different for a paladin than a sorcerer but the effects are similar.

Spells come in three types: arcane (cast by bards, sorcerers, and wizards), divine (cast by clerics, and paladins) and nature (cast by druids and rangers). A spellcaster has a limited list of spells known which can be cast at different frequencies depending upon the spell. Some spells can be cast as often as the caster wishes. Others can only be cast once per encounter, once a day or even once year.

Like feats, spells are divided by greater and lesser areas of mastery. To learn a spell, you must possess these areas of mastery. These areas of mastery are granted by the class you have selected by your character.

Spell Description

The bulk of this chapter is a catalog of spells that can be learned by a character. You are not limited to the spells in this catalog, but if you wish to invent a new spell be sure to collaborate with your DM.

Each spell description contains the following information:

Name

The first line of every spell description gives the name by which the spell is generally known.

Required Area of Mastery

The first line under each spell entry lists its area of mastery. If a spell can be accessed via one of multiple areas of mastery then these are listed separated by a slash. If a spell requires more than one area of mastery, then these are listed separated by comma. For example, the listing “Arcane/Nature,

Conjuration” means that a character must have the Conjuration area of mastery and either Arcane or Nature.

Learning a Spell

Spellcasting classes grant a character the ability to learn spells. To learn a spell, the character must meet the following qualifications:

- The character's level must be equal to or greater than the level of the spell.
- The character's latest class must grant access to the areas of mastery that are listed for the spell.
- If the spell is 2nd level or higher, the character's total base attack bonus in the spellcasting statistic associated with the class that grants access to the spell must be equal to or greater than the spell's level. For example, a character whose latest class is sorcerer who has an Charisma BAB of +5 may not select a spell higher than 5th level, even if his overall character level is higher. (In this way, a 15th level fighter can't take one level of the sorcerer class and suddenly be capable of casting 16th level spells!)
- The character must meet any additional prerequisites that are listed for that spell.

Greater Areas of Mastery

All spells in this rule set fall under one or more of the following greater areas of mastery:

Greater Area of Mastery	Description
Arcane	Wizards, sorcerers, and bards cast arcane spells. Compared to divine spells, arcane spells are more likely to produce dramatic results.
Divine	Clerics and paladins can cast divine spells. Unlike arcane spells, divine spells draw power from a deity or some other divine source. Divine spells tend to focus on healing and protection and are less flashy, destructive, and disruptive than arcane spells.
Nature	Druids and rangers can cast nature spells. Nature spells draw their power from the natural world and their effects reflect this source.

Lesser Areas of Mastery

Many spells also require one or more of the following lesser areas of mastery.

Lesser Area of Mastery	Description
Abjuration	Abjurations are protective spells. They create physical or magical barriers and resist magical effects.
Amelioration	Amelioration spells modify the target's body, mind or the world around you to create beneficial effects.
Compulsion	Compulsions directly attack the mind of another creature, often forcing it to act in ways it normally would not.
Conjuration	Conjurations bring forth manifestations of objects or fields of energy.
Curse	Curse spells are designed to impair other creatures. The most powerful curses bring death to their victims.
Detection	Detection spells enhance your ability to sense the world around you.

Divination	Divination spells are designed to learn secrets that can not be known by other means. Divination spells can find hidden objects and creatures. They can also grant you a glimpse of the future.
Enchantment	Enchantment spells are more subtle than compulsion spells. They indirectly affect the behavior of creatures through false emotion or false memory.
Evocation	These spells directly tap into elemental energy and also light and darkness to creature powerful, and often deadly, effects.
Force	Force spells create effects composed entirely of invisible force.
Hallowed	Hallowed spells invoke a deity's blessing or curse upon a creature, area or object.
Healing	Healing spells deal specifically with repairing injury and alleviating unwanted conditions.
Illusion	Illusion spells fool other creatures' senses making them perceive something that is false.
Metamagic	Metamagic spells deliberately interact with other magical effects.
Necromancy	Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school.
Secrecy	Secrecy spells focus on hiding or information, creatures or objects or preventing access to such.
Shapechange	Shapechange spells allow you to change your physical body. Some allow you to take the form of other creatures. Others modify your body in more subtle but fantastic ways.
Summoning	These spells deal specifically with calling creatures to your aid. Summoned creatures usually, but not always, obey your commands.
Teleportation	These spells actually transport creatures or objects to other locations and even other planes of existence.
Transmutation	Whereas shapechange and amelioration spells modify the target's body, transmutation spells create dramatic changes to inanimate objects.

A Note About Illusions

The effectiveness of an illusion depends upon the caster's ability to fool the perceiver. A plausible illusion, like that of a squirrel in a tree is very likely to fool all viewers. A fantastic illusion, like a dozen pink squirrels chatting in Elven and occasionally exploding into rainbows is probably not going to fool anyone of reasonable intelligence. It's up to the DM to adjudicate how effective an illusion is based on its content, context and who is perceiving it. If there is uncertainty about the effectiveness of an illusion, a Bluff check versus the viewers passive Sense Motive skill is a good default way to resolve the matter.

The easiest way to detect an illusion is to touch it. Non-shadow illusions have no physical substance so touching them immediately reveals their nature.

Just because a creature knows that something is an illusion, does not make that illusion go away. The creature must simply choose to ignore it. In this way, an illusion can provide **concealment** or **total concealment** even when everyone is aware of its nature.

Descriptors

Appearing on the same line as the required areas of mastery, when applicable, is a descriptor in [square brackets] that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment subtypes, and so on.

A language-dependent spell uses intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependant spell says the spell fails.

A mind-affecting spell works only against creatures with an Intelligence score of 1 or higher.

Level

A spell's power often depends on its level. A character must have at least as many levels as the spell to learn that spell. A character's base attack bonus with her primary spellcasting statistic must also equal or exceed the spell's level before the spell can be learned.

Components

A spell's components are what you must do or possess to cast it. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material and focus components are given at the end of the descriptive text. Usually you don't worry about components, but when you can't use a component for some reason or when a material or focus component is expensive, then the components are important.

Verbal (V)

A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A silence spell or a gag spoils the incantation (and thus the spell).

Somatic (S)

A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component. Some creatures that lack hands or arms can compensate by using similar appendages like a tentacle.

Material (M)

A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Don't bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your spell component pouch.

Focus (F)

A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when

the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a price is given. Assume that focus components of negligible cost are in your spell component pouch.

Action

Casting a spell requires that that character spend a certain amount of time to activate it. Often this is either a swift action or a standard action. Spells that whose action is “Ritual” have a casting time measured in minutes. Most ritual spells require only a few minutes to cast but some take longer if specified in the spell's description.

Range

This specifies the maximum distance away that the target of the spell must be. This distance is typically listed in squares. Most ranges are Short (5 squares), Medium (10 squares) and Long (20 squares). The table below lists commonly used special ranges and their meaning.

Range Description	Meaning
0 squares	The area of effect must include at least one square occupied by the caster.
Adjacent	The area of effect must occupy at least one square adjacent to the caster. The caster may include himself in the area if he wishes to.
Personal	The spell only affects the caster. It can not be cast upon others.
Touch	The target must be the caster or be within the caster's reach.
Sight	The caster only needs to have line of effect and line of sight to the target.

Line of Sight

Having line of sight to a target means that you can see some part of the target. You do not need to see the entire creature. For example, you still have line of sight to a creature with **cover** but not a creature that has **total cover**. If you are blind or the target has **total concealment** then you do not have line of sight.

Line of Effect

Having line of effect means that you can draw an imaginary line from you to the target without intersecting a physical object. It is possible to have line of sight and not have line of effect provided there is a non-physical or transparent barrier such as darkness or a *wall of force*.

Target

This specifies who or what is affected by the feat. Some spells affect creatures, some affect objects and others have an area of effect.

Allies

Some spells only affect allies. For the purpose of spellcasting the caster is considered his own ally.

Being Willing

Some spells will only affect a willing creature. A creature is unwilling if it is conscious and does not wish to be affected by the spell. A creature that has been duped into allowing a harmful spell to affect it is considered willing. A **sleeping** or **unconscious** creature is also considered willing.

Area of Effect

Some spells target an area of effect rather than a specific object or creature. See the Area of Effect Attack in Chapter 7: Combat.

All area-of-effect spells have one of three types of areas of effect:

- **Cube** – This affects a cube-shaped area of a specified size. For example, a Cube 3 is a cube that is 3 squares in each dimension and, thus, occupies a total of 27 “blocks” on the battlefield. At least one square of the cube must be within the spell's range but not all squares of the area of effect need be in range.
- **Line** – A line is defined as a series of blocks that originate adjacent to the caster. The center of each successive block must be farther away from the caster than its predecessor as measured in actual distance. Each block must share a side with its predecessor (no diagonals). The length of the line specifies how many blocks it contains. If she wishes, the caster may make the line shorter than the maximum specified by the spell.
- **Wall** – A wall affects the number of blocks specified though the caster can choose to use less blocks than the spell allows. For example, a Wall 10 affects up to 10 blocks. Each block must share a side with at least one other block (no diagonals). All affected blocks must be within the spell's range. Blocks can be stacked on top of each other to make a tall wall or even a pillar but all the blocks must be firmly supported by the ground or another block. Specifically, the caster can not create a wall that is floating above the ground.

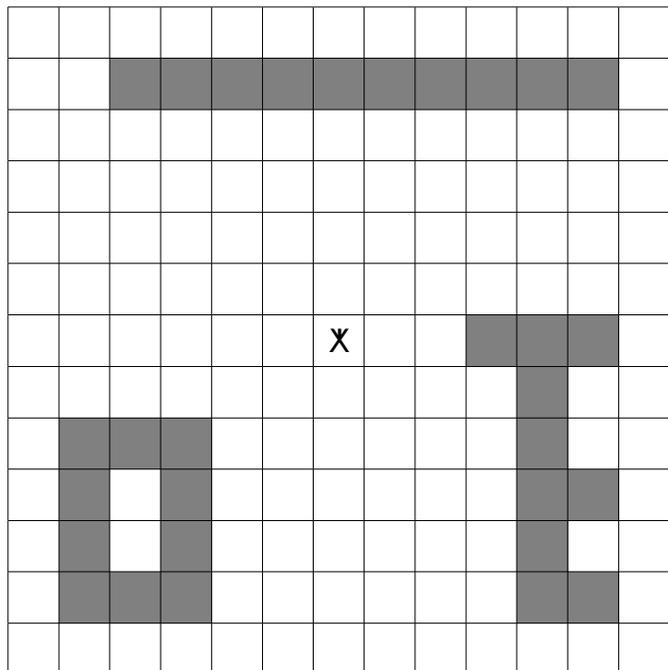
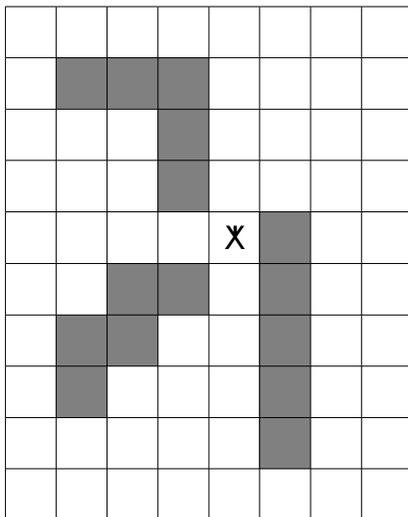


Figure 1: The grid on the left shows three valid two-dimensional areas for a Line 5 area of effect. The

grid on the right shows three valid two-dimensional areas for a Wall 10 area of effect with a range of 5. Both Lines and Walls can also operate in three dimensions though walls must be supported from below.

Frequency

This specifies how often the character can use this spell. Once the spell has been cast, the character must wait that amount of time before casting the spell again. A spell with unlimited frequency may be cast as often as the caster wishes. A spell with a frequency of Encounter can only be used once per encounter. Outside of a specific encounter, a spell with a frequency of Encounter can be cast approximately once every 5 minutes.

Duration

This specifies how long the effects of the spell last.

A spell with a duration of 1 round always ends at the *beginning* of the caster's next turn. A spell with a duration of Encounter lasts until the end of the encounter. If there is no clear encounter boundary, then a spell with a duration of Encounter lasts for about 5 minutes.

Concentration

A spell with a duration of Concentration, lasts until the caster performs any action other than a free action or move action. A creature that becomes **distracted**, **dazed** or **stunned** also loses its concentration. A spellcaster typically can only maintain his concentration for a maximum of about 5 minutes unless the spell explicitly allows longer times.

Dismissing a Spell

If a spell has a finite duration, the caster can always end the spell before its duration expires as a swift action. At the caster's option, the dismissal can affect all subjects of a spell or only some of them.

If a spell is cast upon a creature that must be willing to receive the spell's effects, then that subject can dismiss the spell's effects upon itself as a swift action. This does not end the spell for other creatures who are affected by the same spell.

Spells with an instantaneous or permanent duration can not be dismissed.

Saving Throws

If a creature is the target of an offensive spell that has a finite duration, the creature can use a saving throw to throw off the effects of the spell. The saving throw must be of the same type as the defense that was overcome to enact the effects. For example, if the creature's Will defense was overcome to create the effect, then it must make a Will saving throw to escape.

Spells that are either instantaneous or permanent can not be overcome with saving throws. Saving throws can not undo instantaneous effects that resulted from a spell like hit point damage, ability damage, negative levels and loss of tokens.

Spells that indirectly affect the target, like *entangle* and *black tentacles*, can not be resisted with a saving throw unless it is explicitly allowed in the spell's description. Additionally, some spells specifically disallow saving throws or require that the saving throw must be initiated by someone other than a target.

Defense

If the spell is an attack, this entry specifies what defense that the attack targets. The base attack bonus used for the attack varies depending upon the class of the character casting the spell. If the target of the attack wishes to be affected by it then no attack roll is necessary. If no defense is listed, then the spell can not be resisted.

Some offensive spells that allow a defense indicate that they still do half damage on a miss by appending the word "half" as in: Reflex half.

Prerequisite

If a prerequisite is listed, the character must meet this prerequisite before learning this spell. A character can not cast a spell for which he no longer meets the prerequisite.

Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text," this is where the explanation is found. Ultimately, spells can not be precisely defined and adjudication by your DM will be necessary in some cases. This description provides guidelines for that decision.

Bringing Back the Dead

Several spells have the power to restore slain characters to life. When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul's destination is less certain. Usually, it departs to the plane corresponding to the alignment that is most in line with its behavior in life. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Preventing Revivification

Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *raise dead* or *resurrection* to restore the slain character to life. Casting *trap the soul* prevents any sort of revivification unless the soul is first released.

Revivification against One's Will

A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment subtype, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

Combining Magical Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place:

Same Effect More than Once in Different Strengths

In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies.

Same Effect with Differing Results

The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant

Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects

Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Spellcraft checks to determine which one the creature obeys.

Spells with Opposite Effects

Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell's description.

Instantaneous Effects

Two or more spells with instantaneous durations work cumulatively when they affect the same target.

Material Component

If you are using the Arcane area of mastery to access the spell, then you need this item to use the spell. The process of casting the spell destroys the item. If you are using a different area of mastery, then you don't need material components. Depending on the nature of your game, you may prefer to ignore the material component requirements of spells for all spellcasters.

Focus

This item is required to cast the spell but it is not consumed by the casting.

Enhancements

Some spells have improved versions at higher levels. A higher level version is modified as described by the spell. Unless stated otherwise, enhancements are *modifications* not additions so, for example, if the 1st level version of a spell deals 1d6 points of damage and the 3rd level enhancement changes this to 2d6 then the 3rd level spell deals 2d6 damage. It does not deal 3d6 damage (i.e., 1d6 for the first level plus 2d6 for the 3rd level enhancement).

Enhancing a Spell

Upon gaining a new level in a spellcasting class, a character may select a spell she already knows and raise it to the highest level of enhancement that she qualifies for. This is *not the same* as learning a new spell. For example, consider a wizard who takes the *animate objects* spell at seventh level. Upon becoming a 10th level wizard, she decides to enhance her *animate objects* spell. As a result, she gains access to both the 9th level and 10th level enhancements to that spell but not any higher level enhancements.

In some cases, a feat or ability may allow you automatically keep a spell at its maximum enhancement level. This enhancement is considered a bonus. You may still enhance one other spell of your choice whenever you level up.

Having access to a spell enhancement does not bar you from using lower enhancement levels of the spell. The 10th level wizard in the previous example can use the 7th, 9th or 10th level version of the *animate objects* spell.

To enhance a spell, a character must meet the following qualifications:

- The character must already be able to cast a lower level version of the spell.
- The character's latest class must grant access to the areas of mastery that are listed for the spell.
- The character's level must be greater than or equal to the level of the enhancement.

If you wish, you can enhance a spell multiple times.

Spell Lists

This section contains a complete list of all the spells in this chapter sorted by level and area of mastery.

Arcane Spells

Level 1 Arcane Spells

	Arcane Rune
	Prestidigitation
<i>Abjuration</i>	Endure Elements
	Mage Armor
	Resistance
<i>Amelioration</i>	Blink
	Expeditious Retreat
	Feather Fall
	Jump
<i>Compulsion</i>	Charm
	Hypnotism
<i>Conjuration</i>	Acid Splash
	Fog Cloud
<i>Curse</i>	Deafness
	Fatigue
	Fear
<i>Detection</i>	Comprehend Languages
	Read Magic
<i>Divination</i>	Identify
	Know Direction
	True Strike
<i>Enchantment</i>	Confusion
	Daze
	Sleep
<i>Evocation</i>	Dancing Lights
	Darkness
	Flare
	Light
	Ray of Frost
	Shocking Grasp
<i>Force</i>	Floating Disk
	Magic Missile
	Telekinesis
<i>Illusion</i>	Ghost Sound
	Misdirection
	Magic Aura
	Magic Mouth

	Veil
	Ventriloquism
<i>Metamagic</i>	Remove Fear
<i>Necromancy</i>	Chill Touch
	Command Undead
	Disrupt Undead
	Gentle Repose
<i>Secrecy</i>	Alarm
	Hold Portal
	Obscure Object
<i>Summoning</i>	Mount
	Summon
<i>Teleportation</i>	Message
	Summon Instrument
<i>Transmutation</i>	Animate Rope
	Erase
	Knock
	Magic Weapon
	Mending
	Pyrotechnics

Level 2 Arcane Spells

<i>Conjuration</i>	Grease
	Shield
<i>Curse</i>	Ray of Enfeeblement
<i>Detection</i>	Heightened Senses
<i>Enchantment</i>	Touch of Idiocy
<i>Evocation</i>	Burning Hands
<i>Illusion</i>	Color Spray
<i>Metamagic</i>	Dispelling Magic
<i>Shapechange</i>	Enlarge
	Reduce
<i>Summoning</i>	Unseen Servant
<i>Teleportation</i>	Whispering Wind

Level 3 Arcane Spells

<i>Abjuration</i>	Protection from Arrows
-------------------	------------------------

<i>Amelioration</i>	Glibness		Spectral Hand
	Levitate	<i>Shapechange</i>	Alter Form
<i>Compulsion</i>	Entrhall	<i>Teleportation</i>	Rope Trick

<i>Conjuration</i>	Acid Arrow
--------------------	------------

<i>Enchantment</i>	Calm Emotions
--------------------	---------------

<i>Evocation</i>	Scorching Ray
------------------	---------------

<i>Force</i>	Gust of Wind
--------------	--------------

	Shatter
--	---------

	Sound Burst
--	-------------

	Tiny Hut
--	----------

	Wind Wall
--	-----------

<i>Illusion</i>	Hypnotic Pattern
-----------------	------------------

	Image
--	-------

	Phantom Trap
--	--------------

	Silence
--	---------

<i>Necromancy</i>	Halt Undead
-------------------	-------------

<i>Secrecy</i>	Arcane Lock
----------------	-------------

<i>Summoning</i>	Summon Swarm
------------------	--------------

<i>Transmutation</i>	Secret Page
----------------------	-------------

Level 4 Arcane Spells

<i>Abjuration</i>	Resist Energy
-------------------	---------------

<i>Amelioration</i>	Darkvision
---------------------	------------

	Lowlight Vision
--	-----------------

	Spider Climb
--	--------------

<i>Compulsion</i>	Hideous Laughter
-------------------	------------------

<i>Conjuration</i>	Glitterdust
--------------------	-------------

	Web
--	-----

<i>Curse</i>	Blindness
--------------	-----------

<i>Detection</i>	Detect Thoughts
------------------	-----------------

	See Invisibility
--	------------------

<i>Divination</i>	Locate Object
-------------------	---------------

<i>Enchantment</i>	Hold
--------------------	------

<i>Evocation</i>	Continual Flame
------------------	-----------------

	Flaming Sphere
--	----------------

<i>Illusion</i>	Blur
-----------------	------

	Invisibility
--	--------------

	Mirror Image
--	--------------

<i>Necromancy</i>	False Life
-------------------	------------

Level 5 Arcane Spells

<i>Abjuration</i>	Repel Vermin
-------------------	--------------

<i>Amelioration</i>	Water Breathing
---------------------	-----------------

<i>Compulsion</i>	Suggestion
-------------------	------------

<i>Conjuration</i>	Sleet Storm
--------------------	-------------

<i>Detection</i>	Arcane Sight
------------------	--------------

<i>Divination</i>	Clairaudience/Clairvoyance
-------------------	----------------------------

<i>Enchantment</i>	Heroism
--------------------	---------

	Rage
--	------

<i>Illusion</i>	Displacement
-----------------	--------------

	Dream
--	-------

	Illusory Script
--	-----------------

<i>Necromancy</i>	Animate Dead
-------------------	--------------

	Vampiric Touch
--	----------------

<i>Secrecy</i>	Explosive Runes
----------------	-----------------

	Nondetection
--	--------------

<i>Shapechange</i>	Gaseous Form
--------------------	--------------

<i>Summoning</i>	Phantom Steed
------------------	---------------

	Sepia Snake Sigil
--	-------------------

<i>Transmutation</i>	Flame Arrow
----------------------	-------------

	Keen Edge
--	-----------

	Shrink Item
--	-------------

Level 6 Arcane Spells

<i>Abjuration</i>	Magic Circle
-------------------	--------------

	Protection from Energy
--	------------------------

<i>Amelioration</i>	Fly
---------------------	-----

	Haste
--	-------

<i>Conjuration</i>	Stinking Cloud
--------------------	----------------

<i>Curse</i>	Contagion
--------------	-----------

	Slow
--	------

<i>Evocation</i>	Fireball
------------------	----------

	Lightning Bolt
--	----------------

<i>Illusion</i>	Invisibility Sphere
-----------------	---------------------

Metamagic Remove Curse
Necromancy Ghoul Touch
Shapechange Stone Shape

Metamagic Shadow Summoning
Metamagic Freedom of Movement
Shapechange Polymorph
Teleportation Dimension Door

Level 7 Arcane Spells

Abjuration Globe of Invulnerability
Amelioration Mage's Lucubration
Mnemonic Enhancer
Compulsion Geas
Conjuration Solid Fog
Curse Bestow Curse
Energy Drain
Detection Detect Scrying
Divination Locate Creature
Enchantment Feeblemind
Evocation Fire Shield
Ice Storm
Wall of Ice
Force Shout
Illusion Hallucinatory Terrain
Illusory Wall
Metamagic Break Enchantment
Dimensional Anchor
Secrecy Fire Trap
Teleportation Secure Shelter
Transmutation Animate Object
Fabricate

Level 8 Arcane Spells

Compulsion Dominate
Conjuration Black Tentacles
Detection Arcane Eye
Divination Scrying
Enchantment Modify Memory
Evocation Sending
Force Resilient Sphere
Illusion Phantasmal Killer
Shadow Conjuration

Level 9 Arcane Spells

Abjuration Banishment
Curse Blight
Symbol
Detection Prying Eyes
Telepathic Bond
Divination Contact Other Plane
Enchantment Mind Fog
Force Forceful Hand
Illusion False Vision
Nightmare
Secrecy Mage's Private Sanctum
Summoning Mage's Faithful Hound
Planar Binding
Teleportation Secret Chest
Transmutation Passwall

Level 10 Arcane Spells

Permanency
Abjuration Stoneskin
Conjuration Cloudkill
Wall of Stone
Detection Tongues
Divination Legend Lore
Evocation Cone of Cold
Force Wall of Force
Illusion Shadow Evocation
Teleportation Plane Shift
Teleport
Evocation Wall of Fire

Level 11 Arcane Spells

<i>Conjuration</i>	Wall of Iron
<i>Curse</i>	Circle of Death
	Eyebite
<i>Evocation</i>	Freezing Sphere
<i>Illusion</i>	Mislead
	Shadow Walk
<i>Necromancy</i>	Undeath to Death
<i>Secrecy</i>	Guards and Wards
<i>Shapechange</i>	Stone to Flesh
	Transformation
<i>Teleportation</i>	Refuge
<i>Transmutation</i>	Move Earth

Level 12 Arcane Spells

	Contingency
<i>Abjuration</i>	Repulsion
<i>Detection</i>	True Seeing
<i>Divination</i>	Find the Path
<i>Evocation</i>	Chain Lightning
<i>Necromancy</i>	Create Undead
<i>Shapechange</i>	Flesh to Stone
<i>Transmutation</i>	Disintegrate

Level 13 Arcane Spells

<i>Abjuration</i>	Spell Turning
<i>Conjuration</i>	Incendiary Cloud
<i>Enchantment</i>	Insanity
	Song of Discord
<i>Force</i>	Forcecage
	Mage's Sword
	Sympathetic Vibration
<i>Illusion</i>	Screen
<i>Secrecy</i>	Sequester
<i>Teleportation</i>	Instant Summons
	Mage's Magnificent Mansion
	Phase Door

Level 14 Arcane Spells

	Limited Wish
<i>Compulsion</i>	Power Word Blind
<i>Curse</i>	Finger of Death
<i>Evocation</i>	Prismatic Spray
<i>Illusion</i>	Simulacrum
<i>Shapechange</i>	Statue
<i>Transmutation</i>	Reverse Gravity

Level 15 Arcane Spells

<i>Abjuration</i>	Protection from Spells
<i>Compulsion</i>	Binding
	Demand
	Irresistible Dance
<i>Divination</i>	Discern Location
<i>Evocation</i>	Polar Ray
<i>Illusion</i>	Scintillating Pattern
<i>Teleportation</i>	Ethereal Jaunt
<i>Shapechange</i>	Iron Body
	Polymorph Any Object

Level 16 Arcane Spells

<i>Amelioration</i>	Temporal Stasis
<i>Compulsion</i>	Power Word Stun
<i>Curse</i>	Horrid Wilting
<i>Divination</i>	Moment of Prescience
<i>Enchantment</i>	Sympathy
<i>Necromancy</i>	Clone
<i>Secrecy</i>	Mind Blank
	Prismatic Wall
<i>Summoning</i>	Trap the Soul
<i>Teleportation</i>	Maze

Level 17 Arcane Spells

<i>Divination</i>	Foresight
<i>Enchantment</i>	Antipathy

Evocation Meteor Swarm
Metamagic Freedom
Necromancy Astral Projection
 Soul Bind
Secrecy Imprisonment
Teleportation Gate

Level 18 Arcane Spells

Wish
Amelioration Time Stop
Compulsion Power Word Kill
Curse Wail of the Banshee
Metamagic Mage's Disjunction
Necromancy Magic Jar
Secrecy Prismatic Sphere
Shapechange Shapechange

Healing Divine Favor
 Shield of Faith
 Breath of Life
 Cure Wounds
 Inflict Wounds
 Remove Blindness/Deafness
 Remove Paralysis
Metamagic Remove Fear
Necromancy Deathwatch
 Gentle Repose
 Hide from Undead
Secrecy Obscure Object
 Sanctuary
Summoning Summon
Transmutation Magic Stone
 Magic Weapon
 Mending
 Purify Food and Drink

Divine Spells

Level 1 Divine Spells

Abjuration Endure Elements
 Entropic Shield
 Resistance
Amelioration Virtue
Conjuration Create Water
Curse Curse Water
 Deafness
 Doom
Detection Comprehend Languages
 Read Magic
Divination Guidance
Evocation Darkness
 Flare
 Helping Hand
 Light
Hallowed Bless Water
 Bless Weapon

Level 2 Divine Spells

Compulsion Command
Hallowed Bane
 Bless
Metamagic Dispel Magic

Level 3 Divine Spells

Abjuration Protection from Arrows
 Resist Chaos/Evil/Good/Law
Compulsion Enthrall
Conjuration Create Food and Water
Detection Trapsense
Divination Augury
Enchantment Calm Emotions
Force Control Water
 Shatter
 Sound Burst
 Wind Wall
Hallowed Consecrate

	Desecrate
<i>Healing</i>	Neutralize Poison
<i>Illusion</i>	Silence
<i>Necromancy</i>	Death Knell
<i>Summoning</i>	Summon Swarm

	Searing Light
<i>Healing</i>	Remove Disease
<i>Metamagic</i>	Remove Curse
<i>Necromancy</i>	Speak with Dead
<i>Shapechange</i>	Stone Shape
<i>Transmutation</i>	Magic Vestment

Level 4 Divine Spells

<i>Abjuration</i>	Resist Energy
	Shield Other
<i>Amelioration</i>	Water Walk
<i>Divination</i>	Locate Object
<i>Enchantment</i>	Hold
	Zone of Truth
<i>Evocation</i>	Continual Flame
<i>Force</i>	Spiritual Weapon
<i>Hallowed</i>	Aid
	Align Weapon
<i>Healing</i>	Restoration
<i>Shapechange</i>	Bear's Endurance
	Bull's Strength
	Cat's Grace
	Eagle's Splendor
	Fox's Cunning
	Owl's Wisdom

Level 5 Divine Spells

<i>Abjuration</i>	Repel Vermin
<i>Amelioration</i>	Water Breathing
<i>Necromancy</i>	Animate Dead
<i>Secrecy</i>	Glyph of Warding

Level 6 Divine Spells

<i>Abjuration</i>	Magic Circle
	Protection from Energy
<i>Curse</i>	Contagion
	Poison
<i>Evocation</i>	Invisibility Purge

Level 7 Divine Spells

<i>Amelioration</i>	Air Walk
<i>Compulsion</i>	Geas
<i>Curse</i>	Bestow Curse
<i>Detection</i>	Discern Lies
<i>Divination</i>	Divination
<i>Enchantment</i>	Crushing Despair
	Good Hope
<i>Hallowed</i>	Chaos Hammer
	Holy Smite
	Holy Sword
	Order's Wrath
	Unholy Blight
<i>Metamagic</i>	Break Enchantment
	Dimensional Anchor
<i>Summoning</i>	Planar Ally

Level 8 Divine Spells

<i>Abjuration</i>	Spell Immunity
<i>Divination</i>	Screying
<i>Evocation</i>	Flame Strike
	Sending
<i>Hallowed</i>	Divine Power
	Imbue with Spell Ability
<i>Healing</i>	Heal Companion
<i>Metamagic</i>	Freedom of Movement
<i>Necromancy</i>	Death Ward

Level 9 Divine Spells

<i>Abjuration</i>	Banishment
-------------------	------------

	Forbiddance
<i>Curse</i>	Mark of Justice
	Symbol
<i>Divination</i>	Commune
<i>Hallowed</i>	Hallow
	Unhallow
<i>Metamagic</i>	Atonement
	Dispel Diametric
<i>Necromancy</i>	Disrupting Weapon
<i>Transmutation</i>	Make Whole

Level 10 Divine Spells

<i>Conjuration</i>	Wall of Stone
<i>Curse</i>	Slay Living
<i>Detection</i>	Tongues
<i>Healing</i>	Resurrection
<i>Teleportation</i>	Plane Shift

Level 11 Divine Spells

<i>Necromancy</i>	Undeath to Death
<i>Teleportation</i>	Refuge

Level 12 Divine Spells

<i>Abjuration</i>	Antilife Shell
	Repulsion
<i>Curse</i>	Harm
<i>Detection</i>	True Seeing
<i>Divination</i>	Find the Path
<i>Force</i>	Blade Barrier
<i>Healing</i>	Heal
	Heroes' Feast
<i>Necromancy</i>	Create Undead
<i>Shapechange</i>	Wind Walk

Level 13 Divine Spells

<i>Healing</i>	Regenerate
----------------	------------

Level 14 Divine Spells

<i>Evocation</i>	Fire Storm
<i>Hallowed</i>	Blasphemy
	Dictum
	Holy Word
	Word of Chaos

Level 15 Divine Spells

<i>Abjuration</i>	Cloak of Chaos
	Holy Aura
	Shield of Law
	Unholy Aura
<i>Divination</i>	Discern Location
<i>Evocation</i>	Earthquake
<i>Teleportation</i>	Ethereal Jaunt

Level 16 Divine Spells

<i>Curse</i>	Destruction
--------------	-------------

Level 17 Divine Spells

<i>Conjuration</i>	Storm of Vengeance
<i>Force</i>	Implosion
<i>Necromancy</i>	Soul Bind
<i>Teleportation</i>	Gate

Level 18 Divine Spells

<i>Hallowed</i>	Miracle
-----------------	---------

Nature Spells

Level 1 Nature Spells

<i>Abjuration</i>	Resistance
<i>Amelioration</i>	Jump Longstrider Pass without Trace Virtue
<i>Compulsion</i>	Animal Messenger Charm Animal
<i>Conjuration</i>	Create Water Fog Cloud
<i>Detection</i>	Detect Animals or Plants Read Magic Speak with Animals
<i>Divination</i>	Guidance Know Direction
<i>Enchantment</i>	Calm Animals Daze Animal
<i>Evocation</i>	Darkness Faerie Fire Flare Light
<i>Healing</i>	Cure Wounds Inflict Wounds
<i>Secrecy</i>	Hide from Animals
<i>Summoning</i>	Summon
<i>Transmutation</i>	Diminish Plants Goodberry Magic Stone Mending Plant Growth Purify Food and Drink Shillelagh Snare

Level 2 Nature Spells

<i>Amelioration</i>	Barkskin
---------------------	----------

	Magic Fang
<i>Evocation</i>	Produce Flame
<i>Shapechange</i>	Enlarge Reduce
<i>Teleportation</i>	Whispering Wind
<i>Transmutation</i>	Entangle

Level 3 Nature Spells

<i>Compulsion</i>	Animal Trance
<i>Enchantment</i>	Hold Animal
<i>Evocation</i>	Flame Blade
<i>Force</i>	Gust of Wind Shatter Wind Wall
<i>Healing</i>	Neutralize Poison
<i>Shapechange</i>	Meld into Stone Tree Shape
<i>Summoning</i>	Summon Swarm
<i>Transmutation</i>	Transmute Rock to Mud Warp Wood

Level 4 Nature Spells

<i>Amelioration</i>	Darkvision Lowlight Vision Spider Climb Water Walk
<i>Evocation</i>	Flaming Sphere
<i>Healing</i>	Restoration
<i>Shapechange</i>	Alter Form Bear's Endurance Bull's Strength Cat's Grace Eagle's Splendor Fox's Cunning Owl's Wisdom
<i>Transmutation</i>	Chill Metal Heat Metal

Level 5 Nature Spells

<i>Abjuration</i>	Antiplant Shell Repel Vermin
<i>Amelioration</i>	Water Breathing
<i>Conjuration</i>	Sleet Storm
<i>Detection</i>	Speak with Plants
<i>Secrecy</i>	Nondetection
<i>Transmutation</i>	Quench

Level 6 Nature Spells

<i>Conjuration</i>	Call Lightning
<i>Curse</i>	Contagion Poison
<i>Healing</i>	Remove Disease
<i>Shapechange</i>	Stone Shape
<i>Transmutation</i>	Spike Stones

Level 7 Nature Spells

<i>Amelioration</i>	Air Walk
<i>Compulsion</i>	Charm Plants
<i>Evocation</i>	Ice Storm
<i>Secrecy</i>	Fire Trap
<i>Shapechange</i>	Giant Vermin
<i>Transmutation</i>	Rusting Grasp

Level 8 Nature Spells

<i>Divination</i>	Scrying
<i>Evocation</i>	Flame Strike Wall of Fire
<i>Healing</i>	Heal Companion
<i>Metamagic</i>	Freedom of Movement
<i>Necromancy</i>	Death Ward
<i>Shapechange</i>	Polymorph Reincarnate

Level 9 Nature Spells

<i>Conjuration</i>	Wall of Thorns
<i>Curse</i>	Blight
<i>Divination</i>	Commune with Nature
<i>Force</i>	Control Winds
<i>Hallowed</i>	Hallow Unhallow
<i>Teleportation</i>	Tree Stride
<i>Transmutation</i>	Transmute Mud to Rock

Level 10 Nature Spells

<i>Abjuration</i>	Stoneskin
<i>Amelioration</i>	Awaken
<i>Conjuration</i>	Wall of Stone

Level 11 Nature Spells

<i>Abjuration</i>	Repel Wood
<i>Teleportation</i>	Refuge
<i>Transmutation</i>	Ironwood Liveoak Move Earth

Level 12 Nature Spells

<i>Abjuration</i>	Antilife Shell
<i>Conjuration</i>	Fire Seeds
<i>Detection</i>	Stone Tell True Seeing
<i>Divination</i>	Find the Path
<i>Shapechange</i>	Wind Walk
<i>Teleportation</i>	Transport via Plants
<i>Transmutation</i>	Spellstaff

Level 13 Nature Spells

<i>Force</i>	Control Weather
<i>Healing</i>	Regenerate

Shapechange Changestaff

Level 14 Nature Spells

Curse Finger of Death
Evocation Fire Storm
Transmutation Animate Plants
 Reverse Gravity
 Transmute Metal to Wood

Level 15 Nature Spells

Abjuration Repel Metal or Stone
Evocation Earthquake
Force Whirlwind

Level 16 Nature Spells

Enchantment Sympathy

Level 17 Nature Spells

Conjuration Storm of Vengeance
Divination Foresight
Enchantment Antipathy
Summoning Elemental Swarm
 Shambler

Level 18 Nature Spells

Shapechange Shapechange

Spell Catalog

Acid Arrow

Arcane, Conjuration [Acid]

Level: 3

Components: V, S, M, F

Action: Standard

Range: Long (20 squares)

Target: One Creature

Frequency: Unlimited

Duration: Instantaneous

Defense: Reflex

A magical arrow of acid springs from your hand and speeds to its target. On a hit, the arrow deals 1d4+2 points of acid damage and half damage to all creatures adjacent to the target. On a miss, the arrow deals half damage to the target.

Material Component: Powdered rhubarb leaf and an adder's stomach.

Focus: A dart.

Enhancements:

Level 6: The arrow deals 2d4+2 acid damage.

Level 9: The arrow deals 2d4+5 acid damage.

Level 12: The arrow deals 2d4+8 acid damage.

Acid Splash

Arcane, Conjuration [Acid]

Level: 1

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One creature

Frequency: Unlimited

Duration: Instantaneous

Defense: Reflex

You fire a small orb of acid at the target. On a hit, the orb deals 1d6 points of acid damage. On a miss, it deals 1 point of acid damage to the creature.

Enhancements:

Level 3: The orb deals 1d6+1 acid damage on a hit and 2 points of damage on a miss.

Level 5: The arrow deals 1d6+2 acid damage on a hit and 3 points of damage on a miss.

Level 7: The arrow deals 1d6+3 acid damage on a hit and 4 points of damage on a miss.

Aid

Divine, Hallowed

Level: 4

Components: V, S

Action: Swift

Range: Touch

Target: One willing creature

Frequency: Encounter

Duration: Instantaneous

The target creature receives 2 tokens of its choice and 5 temporary hit points.

Enhancements:

Level 9: The target creature receives 3 tokens of its choice and 10 temporary hit points.

Level 11: The target creature receives 3 tokens of its choice and 15 temporary hit points.

Level 14: The target creature receives 4 tokens of its choice and 20 temporary hit points.

Air Walk

Divine/Nature, Amelioration [Air]

Level: 7

Components: V, S

Action: Standard

Range: Touch

Target: One willing creature (Gargantuan or smaller) touched

Frequency: Unlimited

Duration: Concentration

The subject can tread on air as if walking on solid ground. Moving parallel to the ground or descending works as normal. Increasing altitude is similar to walking up a steep hill and is therefore treated as difficult terrain.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell end while the subject is still aloft, the magic fails slowly. The subject floats downward at a rate of 12 squares per round until it reaches the ground.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk with one week of work and a DC 25 Handle Animal check.

Alarm

Arcane, Secrecy

Level: 1
Components: V, S
Action: Ritual
Range: 0 squares
Target: Cube 5
Frequency: Unlimited
Duration: 24 hours

Alarm sounds a mental or audible alarm each time a creature enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible.

A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

An audible alarm produces the sound of a hand bell which is sufficient to wake nearby creatures. You can adjust the volume of this alarm to a lower level if you wish.

Focus: A tiny bell and a piece of very fine silver wire

Align Weapon

Divine, Hallowed
Level: 4
Components: V, S
Action: Swift
Range: Touch
Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)
Frequency: Unlimited
Duration: Encounter
Defense: Reflex (if being held by a creature who wishes to avoid the effect)
Prerequisite: Caster must have an alignment subtype

The weapon touched gains the same alignment subtype(s) that you possess. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

Alter Form

Arcane/Nature, Shapechange
Level: 4
Components: V, S
Action: Ritual
Range: Close (5 squares)
Target: One willing creature

Frequency: Unlimited
Duration: 24 hours
Defense: Fortitude

You change the form of the target to another creature. The new form must be within one size category of the target creature's normal size.

The target retains her own ability scores. The target's classes, level, hit points, base attack bonuses, defenses and base save bonuses all remain the same. The target retains all special attacks and qualities of her normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

If the new form is capable of speech, the target can communicate normally. The target retains any spellcasting ability she had in her original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You can freely designate the new form's minor physical qualities (such as hair color, skin texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. (Things like miniature trolls, winged orcs or four-armed dwarves are not allowed.) The target is effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 magic bonus on your Bluff check.

When the change occurs, the target's equipment, if any, either remains worn or held by the new form (if that form is capable of wearing or holding the item), or melds into the new form. When the target reverts to her true form, any objects previously melded into the new form reappear in the same location on her body they previously occupied. Any new items she wore in the assumed form and can't wear in her normal form fall off and land at her feet; any that she could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

The target does not gain any extraordinary abilities of the assumed form. She may *appear* to have these qualities but she does not actually have them. For example, taking the form of a troglodyte does not give your target a claw attack, an overpowering stench or an especially tough hide. However, the target would gain weak claws, a strong stench and rough skin. Similarly, taking the form of a winged creature will give the target wings but those wings will not be strong enough to lift her off of the ground.

If slain, the subject reverts to its original form, though it remains dead.

Enhancements:

Level 6: You can cast this spell as a standard action.

Level 8: You can cast this spell on all willing creatures in a Cube 5 as a standard action.

Animal Messenger

Nature, Compulsion [Mind-Affecting]

Level: 1
Components: V, S, M
Action: Ritual
Range: Close (5 squares)
Target: One tiny animal
Frequency: Unlimited, but only one messenger may exist at one time
Duration: Up to 1 week
Defense: None; see text

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger.

If you send the animal to a location, it goes to the designated location and waits there until the duration of the spell expires or the message is received, whereupon it resumes its normal activities.

You may also impress upon the animal a description of a specific person who is to receive the message. This must be a person of whom you can picture in your mind as this image is what is conveyed to the animal. The animal will actively seek out this recipient though it may make a mistake if the description is too vague.

If you do not specify a recipient, the messenger allows any creature to approach it and remove any scroll or item it carries once it reaches its destination.

The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

Material Component: A morsel of food the animal likes.

Enhancement:

Level 3: When casting the spell you can also encode a specific image as a message for the recipient. Upon touching the animal the recipient sees the image in its mind for a few moments.

Level 5: When casting the spell you can encode a specific location as a message for the recipient. Once the recipient has receive the message, he senses what direction this location is at all times. The recipient retains this ability until 1 week from the time the spell was originally cast.

Animal Trance

Nature, Compulsion [Mind-Affecting, Sonic]

Level: 3
Components: V, S
Action: Standard
Range: Personal

Target: Cube 5
Frequency: 24 hours
Duration: Concentration
Defense: Will

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. If you move, the creature will follow you if it is able. Otherwise, the spell is immediately broken.

Any creature with an Intelligence score of 1 or 2 that has line of sight to you can be fascinated by this spell. You choose which creatures are affected.

Creatures affected by this spell do not receive a saving throw on their turn. However, each time a creature is obviously threatened or attacked the spell is immediately broken.

Animate Dead

Arcane/Divine, Necromancy [Evil]
Level: 5
Components: V, S, M
Action: Ritual
Range: Touch
Target: One corpse
Frequency: Unlimited
Duration: Instantaneous
Prerequisite: The caster must not have the Good subtype

This spell turns the bones or bodies of dead creatures into undead creatures with a level of 1/2 or less. Typically this will be a skeleton or zombie. The undead remain animated until they are destroyed.

Undead created by this spell follow very simple commands spoken by you. Commanding one undead creature is a swift action. If you have created multiple undead, you must command each one separately. A command must be something that the undead creature can execute as a single swift action, move action or standard action.

Giving an undead creature contradictory or impossible commands may cause them to turn on their creator.

Creating an undead creature other than a skeleton or zombie requires that you find lore of how to do so. How this is accomplished is up to your DM.

Material Component: A black onyx gem worth at least 100 gp.

Enhancements:

Level 7: You can create up to level 1 undead with this spell.
Level 9: You can create up to level 3 undead with this spell.
Level 11: You can create up to level 5 undead with this spell.
Level 13: You can create up to level 7 undead with this spell.

Level 15: You can create up to level 9 undead with this spell.

Animate Object

Arcane, Transmutation

Level: 7

Components: V, S, M

Action: Ritual

Range: Touch

Target: One object

Frequency: Unlimited

Duration: Instantaneous

You imbue a tiny inanimate object with mobility and a semblance of life such that it becomes an animated object. An animated object can be made of any nonmagical material. This spell cannot animate objects carried or worn by a creature. The object remains animated until it is destroyed.

Animated objects created by this spell follow very simple commands spoken by you. Commanding one animated object is a swift action. If you have created multiple animated objects, you must command each one separately. A command must be something that the animated object can execute as a single swift action, move action or standard action.

Material Component: A small jolt of lightning

Enhancements:

Level 9: You can create small animated objects.

Level 10: You can create medium animated objects.

Level 11: You can create large animated objects.

Level 13: You can create huge animated objects.

Level 15: You can create gargantuan animated objects.

Level 18: You can create colossal animated objects.

Animate Plants

Nature, Transmutation

Level: 14

Components: V

Action: Standard

Range: Medium (10 squares)

Target: All plants within a Cube 3

Frequency: Encounter

Duration: Encounter

You imbue inanimate plants within the area with a semblance of life. One per round as a swift action, you can command the plants to undertake one of the following commands:

Attack: The plants to attack all foes within the area. This is an area of effect attack versus the Fortitude

defense of all enemies in the area. On a hit, the target takes 2d12+10 damage.

Grab: The plants to grab all foes within the area. This is an area of effect attack versus the Reflex defense of all enemies in the area. On a hit, the creature is **entangled**. On a miss, the creature is **slowed**. Regardless of whether you hit or miss, all enemies are **distracted** and all allies adjacent to an affected creature gain 2 power tokens. Escaping from these conditions requires either a Reflex or Fortitude save.

Your DM may allow other commands.

Once per round as a move action you can change the designated area of the spell to any other cube 3 within range.

Since they are inanimate, the plants can not make a saving throw to resist this effect. This spell cannot affect plant creatures, nor does it affect nonliving vegetable material.

Animate Rope

Arcane, Transmutation

Level: 1

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: One ropelike object

Frequency: Unlimited

Duration: Encounter

You can animate a nonliving ropelike object up to 100 ft. long and 3 inches in diameter. Once animated, you can command the rope as a swift action.

You can command the rope to assume any configuration typically used with ropes (“coil”, “knot”, etc.).

You can command the rope to move. It has a speed of 4 squares and also a climb speed of 4 squares.

The rope can not attack. However, you can command the rope to grab a creature in the same square or an adjacent square. Doing so requires you to make a successful spellcasting attack versus the target's Reflex defense. Once the rope has grabbed a creature, it can also grapple and pin. Each of these actions requires a swift action command from you. A creature attempting to escape from a rope's grab, grapple or pin must beat your passive Spellcraft.

You can command the rope to bind a helpless creature. The rope uses your Sleight of Hand skill to do this with a +5 magic bonus.

You may be able to give the rope other commands at the DM's discretion.

If the rope is attacked, it uses the caster's defenses. A typical rope has hardness 3 and 1 hp. Thus, any damage incurred by the rope immediately ends the spell.

Antilife Shell

Divine/Nature, Abjuration
Level: 12
Components: V, S
Action: Standard
Range: Personal
Target: Cube 3
Frequency: 24 hours
Duration: Encounter

You bring into being an energy field that resists the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

The shell can be broken if three or more living creatures simultaneously spend a standard action to press against it.

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

Antipathy

Arcane/Nature, Enchantment [Mind-Affecting]
Level: 17
Components: V, S, M
Action: Ritual
Range: Close (5 squares)
Target: One location (up to a cube 8) or one object
Frequency: Unlimited, but only one *antipathy* may exist at a time
Duration: 1 week
Defense: Will

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures with a particular alignment subtype, as defined by you. The kind of creature to be affected must be named specifically.

Creatures that enter the area or come near the object are attacked by the spell. On a hit, the creature feels an overpowering urge to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. On a miss, the creature can stay in the area or touch the item but feels uncomfortable doing so. Such creatures gain the **distracted** condition.

Antipathy counters and dispels *sympathy*.

Material Component: A lump of alum soaked in vinegar.

Antiplant Shell

Nature, Abjuration
Level: 5
Components: V, S
Action: Standard
Range: Personal
Target: Cube 3
Frequency: 24 hours
Duration: Encounter

You bring into being an energy field that prevents the entrance of plants and animated plants. Any plants already in the barrier at the time of casting are unaffected.

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

Arcane Eye

Arcane, Detection
Level: 8
Components: V, S, M
Action: Ritual
Range: Sight
Target: Cube 1
Frequency: 24 hours
Duration: Concentration

You create a magical sensor that sends you visual information. You can create the arcane eye at any point you can see. It can then travel outside your line of sight without hindrance. The eye's top speed is 6 squares per round (300 feet per minute). Hiding or searching slows the eye's progress.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it is just small enough to pass through a keyhole or other similarly-sized spaces. The eye can't enter another plane of existence, even through a gate or similar magical portal.

The eye is not invisible and appears to others as a tiny white orb swirling with a spectrum of color. The eye can use your Hide skill to avoid being seen. If it is attacked, the spell ends immediately regardless of whether the attack hits or misses.

Material Component: A bit of bat fur.

Arcane Lock

Arcane, Secrecy
Level: 3
Components: V, S, M
Action: Ritual
Range: Touch

Target: The door, chest, or portal touched
Frequency: Unlimited
Duration: Permanent

An arcane lock spell cast upon a door, chest, or portal magically locks it. You can freely pass your own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. A *knock* spell does not remove an *arcane lock*; it only suppresses the effect until the end of the encounter. Breaking in the portal requires much more force than would otherwise be required. Add +10 to the Athletics DC normally required to break down a door, lid or similar barrier.

Material Component: Gold dust worth 25 gp.

Arcane Rune

Arcane
Level: 1
Components: V, S
Action: Standard
Range: Touch
Target: One personal rune, all of which must fit within 1 sq. ft.
Frequency: Unlimited
Duration: Permanent; see text

This spell allows you to inscribe your personal rune on a creature or object. The writing can be visible or invisible. An *arcane rune* can be etched upon any substance without harm to the material upon which it is placed.

If an invisible rune is made, an active Spellcraft check automatically causes it to glow and be visible. Effects that allow a creature to see the invisible objects or magical auras likewise allow the user to see an invisible *arcane rune*. The rune cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

You can place your *arcane rune* on an unlimited number of objects, but you can only place it upon one living creature at a time. If your rune is on two creatures, the older rune immediately vanishes. An *arcane rune* can only be placed on a willing or helpless creature.

An *arcane rune* has multiple indirect effects on a living creature. First, whenever you cast a spell that would cause that creature to gain tokens, that creature gains one additional token of the same type. (If multiple types are granted the player may choose which type the extra token is.) Second, whenever you cast a spell vs that creature's Will defense, the attack automatically hits and the creature is not able to make saving throws versus the effect. Third, spells cast by that spellcaster to locate you or scry upon you have twice the normal range. Your DM might specify additional effects.

Arcane rune must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Arcane Sight

Arcane, Detection

Level: 5
Components: V, S
Action: Standard
Range: Personal
Target: You
Frequency: 24 hours
Duration: Encounter
Prerequisite: *Identify*

Upon casting this spell your eyes fill with a pale blue radiance and you gain a +5 magic bonus to Spellcraft checks.

While this spell is active, you immediately discern the the location and power of all magical auras within your sight. You may be able to discern additional information with a Spellcraft check at your DM's discretion.

Enhancements:

Level 6: If you concentrate on a specific creature as a standard action, you can determine whether it has any spellcasting or spell-like abilities and whether these are arcane or divine in nature.

Level 10: Your magic bonus to Spellcraft checks increases to +10.

Level 13: Detecting whether a creature has any spellcasting or spell-like abilities and their nature is a free action. You also immediately know which spells or magical effects are active upon any individual or object that you see.

Astral Projection

Arcane, Necromancy, Teleportation

Level: 17
Components: V, S, M
Action: Ritual
Range: 0 squares
Target: Cube 3
Frequency: 24 hours
Duration: See text

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether.

You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you. If something happens to you during the journey, your companions are stranded wherever you left them.

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

body (and equipment) on the plane of existence you have chosen to enter.

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

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

Material Component: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

Atonement

Divine, Metamagic/Hallowed

Level: 9

Components: V, S, M, F

Action: Ritual

Range: Touch

Target: Living creature touched

Frequency: 24 hours

Duration: Instantaneous

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally.

In the case of a creature atoning for deliberate misdeeds the spell only succeeds if the target has committed an act of contrition that meets the approval of your deity. Such acts are often exceedingly difficult.

Material Component: Burning incense.

Focus: A holy symbol and a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

Augury

Divine, Divination

Level: 3

Components: V, S, F

Action: Standard

Range: Personal
Target: You
Frequency: Unlimited; see text
Duration: Instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. The caster receives one of the following results:

- Weal – the action will probably bring good results.
- Woe – the action will probably bring bad results.
- Weal and woe – the actions that bring both good and bad results.
- Nothing – the action won't bring especially good or bad results.
- Balance – the results of this action can not be divined.

Upon receiving a result of Nothing, your faith in your link to the future is shaken and you can not cast this spell again for three days. You next time you roll initiative, you start with 1 less token than you normally would.

Upon receiving a result of Balance, you can not use this spell again for 24 hours. However, your awareness that your future lies upon a knife's edge gives you insight. You immediately gain 2 persistent insight tokens. (See Persistent Tokens in Chapter 7: Combat).

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic yield the same result as the first casting.

Focus: A set of marked sticks, bones, cards, or similar tokens.

Awaken

Nature, Amelioration
Level: 10
Components: V, S, M
Action: Ritual
Range: Touch
Target: Animal or plant touched
Frequency: 1 year
Duration: Instantaneous

Casting this spell requires 24 hours of uninterrupted spellcasting. When you have completed the spell, you awaken a tree or animal to human-like sentience. The awakened animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken and it will serve you only if it wishes to.

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

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

An awakened plant or animal can speak one language that you know.

Material Component: Awakening particularly large or powerful creatures may require a material component as specified by your DM.

Bane

Divine, Hallowed [Fear, Mind-Affecting]

Level: 2
Components: V, S
Action: Swift
Range: Sight
Target: All enemies who can see and hear you
Frequency: Encounter
Duration: Instantaneous
Defense: Will; see text

Make an area-of-effect attack against the Will defense of all foes you can see. On a hit, the creature is filled with fear and doubt. Any ally (including yourself) who is adjacent to one or more affected creatures gains two power tokens per such creature.

Banishment

Arcane/Divine, Abjuration/Teleportation

Level: 9
Components: V, S
Action: Standard
Range: Close (5 squares)
Target: One extraplanar creature
Frequency: 24 hours
Duration: Instantaneous or 1 round; see text
Defense: Will

On a hit, this spell forces an extraplanar creature back to its proper plane. If the target creature is of higher level than you, the *banishment* takes effect over a period of 1 round. If the subject makes a successful saving throw before the caster's next turn the spell is negated. Otherwise, it is whisked away at the end of its turn.

Banishment is a severe inconvenience to most extraplanar creatures and often a grave insult as well. The caster can expect to have gained the enmity of the target creature regardless of whether the spell is successful.

Occasionally, this spells sends the creature to a plane other than its own.

Enhancements:

Level 11: Instead of affecting one creature, you can opt to have your spell affect all creatures in range as an area-of-effect attack.

Level 13: You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. In this case, the spell's effects are instantaneous regardless of the creature's level.

Barkskin

Nature, Amelioration

Level: 2

Components: V, S

Action: Swift

Range: Touch

Target: Living creature touched

Frequency: Encounter

Duration: Instantaneous

Defense: Fortitude

Barkskin toughens a creature's skin. An affected creature gains the ability to spend a swift action to gain 3 speed tokens. However, taking this action immediately ends the creature's turn. Furthermore, the creature must retain these tokens and spend them to defend against the next attack made against it during the next round. If the tokens remain at the beginning of the creature's next turn they may be spent and used as normal.

Enhancements:

Level 6: The swift action grants 4 speed tokens.

Level 9: The swift action grants 5 speed tokens.

Level 12: The swift action grants 6 speed tokens.

Level 15: The swift action grants 7 speed tokens.

Bear's Endurance

Divine/Nature, Shapechange

Level: 4

Components: V, S

Action: Swift

Range: Touch

Target: Willing creature touched

Frequency: Encounter

Duration: Instantaneous

The affected creature gains greater vitality and stamina. The spell grants the subject 4 power tokens and a +5 magic bonus on Constitution-based skills and ability checks.

Enhancements:

Level 12: This spell affects everyone within a cube 5 centered on you.

Bestow Curse

Arcane/Divine, Curse

Level: 7

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: Creature touched

Frequency: Encounter

Duration: Encounter

Defense: Will

You place a curse on the subject causing it to lose all tokens of any type. If this spell is cast on one of multiple DM-controlled creature, half the remaining tokens are removed from the DM's pool. As long as the curse is in place, the subject can not gain or use tokens.

Binding

Arcane, Compulsion [Mind-Affecting]

Level: 15

Components: V, S, M

Action: Ritual

Range: Close (5 squares)

Target: One creature

Frequency: 24 hours

Duration: Permanent

Defense: Will; see text

A binding spell creates a magical restraint to hold a creature that has a level less than or equal to yours. However, there are ways to increase your effective level for the purposes of casting this spell.

You may have assistants help you with the spell. For each assistant who casts *suggestion*, your effective level for this casting of *binding* increases by 1. For each assistant who casts *dominate*, your effective level for this casting of *binding* increases by 2. Since the assistants' spells are cast simply to improve your effective level for the purpose of the binding spell, defenses and saving throws against the assistants' spells are irrelevant.

Regardless of the version of binding you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment subtype but otherwise must be based on observable actions or qualities. Intangibles such as level, class or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed.

Setting a release condition increases your effective level by 3.

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

Chaining

The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The subject of this form of binding is confined to the spot it occupied when it received the spell.

Prerequisite: Must be able to cast *antipathy*.

Slumber

This version causes the subject to become comatose for 15 years. The subject does not need to eat or drink while slumbering, nor does it age.

Prerequisite: Must be able to cast *sleep*.

Bound Slumber

This is a combination of chaining and slumber.

Prerequisite: Must be able to cast *sleep* and *antipathy*.

Hedged Prison

The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means.

Prerequisite: Must be able to cast *plane shift*.

Metamorphosis

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

Prerequisite: Must be able to cast *polymorph*.

Minimus Containment

The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The subject does not need to breathe, eat, or drink while contained, nor does it age.

Prerequisite: Must be able to cast *reduce*.

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

The components for a binding spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of binding used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for slumber bindings), a bell jar of the finest crystal, and the like

Material Components: In addition to the specially made props suited to the specific type of binding (cost 500 gp), the spell requires opals worth at least 500 gp for each level of the target and a vellum depiction or carved statuette of the subject to be captured.

Black Tentacles

Arcane, Conjunction

Level: 8

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Cube 5

Frequency: Encounter

Duration: Encounter

Defense: Reflex; see text

This spell conjures a field of rubbery black tentacles in the area of effect. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures in the area, holding them fast and crushing them with great strength. The tentacles are immune to all types of damage.

On a hit a creature is **grabbed**. On a miss, a creature is **slowed** and retains that condition until it leaves the area of effect of the spell.

Saving throws are insufficient to escape from the tentacles. A creature who is grabbed (or grappled, see Enhancements below) by the tentacles can escape using the normal rules for those conditions (see Special Attacks in Chapter 7: Combat). The DC for Acrobatics and Athletics checks to escape the tentacles is equal to your Will defense. Once free from a grab, the creature becomes **slowed** and retains that condition until it leaves the area of effect of the spell.

A creature that is slowed by this spell can not use a saving throw to remove that condition. It must leave the area of effect.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

Enhancements:

Level 9: Once the spell is cast (including the round when you first cast it), you can use a swift action to make an area-of-affect attack against all creatures in the area who have been grabbed. On a hit, the creature becomes **grappled**.

Level 10: Once the spell is cast (including the round when you first cast it), you can use a swift action to make an area-of-affect attack against all creatures in the area. On a hit, a creature that is not grabbed becomes grabbed and a creature that already grabbed becomes grappled by the tentacles instead. You can not use a this spell to pin creatures who are grappled by the tentacles.

Level 11: Once the spell is cast, you can use an immediate action to make a spellcasting attack to attempt to grab any individual that enters or reenters the area.

Level 12: Once the spell is cast you can use a swift action have the tentacles squeeze one creature that they have grappled (not grabbed). This automatically deals 2d4+10 damage to the creature.

Level 14: Once the spell is cast you can use a swift action have the tentacles squeeze all creatures that they have grappled (not grabbed). This automatically deals 2d10+10 damage to the creatures.

Blade Barrier

Divine, Force

Level: 12
Components: V, S
Action: Standard
Range: Medium (10 squares)
Target: Wall 30
Frequency: Encounter
Duration: Encounter
Defense: Reflex half

An immobile field of whirling blades shaped of pure force springs into existence. Any creature passing through the wall automatically takes 2d10+10 points of damage.

If you evoke the barrier so that it appears where creatures are, those creatures are attacked by the spell. On a hit, the creature takes damage as if passing through the wall. On a miss, the creature takes half damage. Regardless of hit or miss, the creature is shunted outside of the wall's area of effect (ending up on the side of its choice).

A blade barrier can be used to provide **cover**.

Enhancements:

Level 14: The blade barrier deals 2d12+20 points of damage.

Level 16: The blade barrier deals 2d20+20 points of damage.

Blasphemy

Divine, Hallowed [Evil, Sonic]

Level: 14
Components: V
Action: Standard
Range: Close (5 squares)
Frequency: 24 hours
Duration: Instantaneous
Defense: Will
Prerequisite: *Banishment*; Caster must have the Evil subtype

All creatures with the Good subtype that are within the area of a *blasphemy* spell are affected. If you hit a target who is higher level than you it becomes **immobilized** and **dazed**. If you hit a target whose level is equal to or lower than yours, it becomes **stunned**. On a miss, a target whose level is equal to or lower than yours is still **dazed** and **immobilized**.

Furthermore, if you are on your home plane when you cast this spell, any creature with the Good subtype that is within the area of the *blasphemy* spell is affected as if by a *banishment* spell cast by you.

Bless

Divine, Hallowed [Mind-Affecting]
Level: 2
Components: V, S

Action: Swift
Range: Sight
Target: All allies who can see and hear you
Frequency: Encounter
Duration: Instantaneous
Defense: Will

Bless fills your allies with courage. Each subject gains 1 power token.

Enhancements:

Prayer - Level 4: Each subject gains 1 token of each type.

Bless Water

Divine, Hallowed [Good]
Level: 1
Components: V, S, M
Action: Ritual
Range: Touch
Target: Flask of water touched
Frequency: Unlimited
Duration: Instantaneous
Defense: Will
Prerequisite: Caster must have the Good subtype

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Material Component: 5 pounds of powdered silver (worth 25 gp).

Bless Weapon

Divine, Hallowed
Level: 1
Components: V, S
Action: Swift
Range: Touch
Target: Weapon touched
Frequency: Encounter
Duration: Encounter

If you are adjacent to a foe with the Evil subtype when you cast this spell, you gain 4 power tokens. Otherwise, you gain 1 power token. The weapon also becomes Good aligned, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.)

Blight

Arcane/Nature, Curse

Level: 9

Components: V, S

Action: Standard

Range: Touch

Frequency: Unlimited

Duration: Instantaneous

Defense: Fortitude

This spell withers a single plant of any size. An affected plant creature takes 4d8+22 points of damage on a hit and half damage on a miss. A plant that isn't a creature immediately withers and dies.

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

Blindness

Arcane, Curse

Level: 4

Components: V

Action: Standard

Range: Medium (10 squares)

Target: One living creature

Frequency: Encounter

Duration: Encounter

Defense: Fortitude

You call upon the powers of unlife to render the subject **blinded**.

Enhancement:

Level 8: The blinded creature can not attempt saving throws to remove the effect until it has undergone some form of magic healing.

Blink

Arcane, Amelioration

Level: 1

Components: V, S

Action: Swift

Range: Personal

Target: You

Frequency: Encounter

Duration: 1 round

You "blink" back and forth between the Material Plane and the Ethereal Plane but you can not remain in the ethereal plane for longer than a single move action. When you move, you appear to viewers on one plane on the other as though you're winking in and out of reality. While on the Ethereal plane you

can usually only be harmed by attacks from the Material Plane that use tokens or force effects. See the Etherealness special ability description in Chapter 8: Adventuring.

For the duration of the spell, each time you would gain 1 or more speed tokens for moving, you gain 1 more speed token than normal.

While ethereal, you can move in any direction (even vertical) and step through (but not see through) solid objects. If you are unable to reach the other side of a solid object in one move action, you are shunted off to the nearest open space and take 5 points of damage per square so traveled.

Since you spend about half your time on the Ethereal Plane, you can see invisible creatures and interact with ethereal creatures roughly the same way you interact with material ones. As a result, there is some danger in casting this spell as it may attract the attention of dangerous creatures on the Ethereal plane.

Enhancements:

Level 3: The frequency of this spell changes to unlimited but only one *blink* spell may be active at a time.

Level 5: The duration of this spell increases so that it lasts the entire encounter.

Level 7: You may cast this spell on others. The range of the spell becomes touch.

Level 9: You gain greater control over your blinking. You immediately gain 3 speed tokens when you cast this spell upon yourself.

Level 11: The range of this spell becomes 0 squares and the target becomes a cube 3. The spell affects all willing allies within the area.

Level 13: You even gain greater control over your blinking when you cast this spell upon yourself.

You can spend a swift action to remain in the Ethereal Plane until your next turn. However, you must spend a standard action to return to the Material Plane during your next turn.

Blur

Arcane, Illusion

Level: 4

Components: V, S

Action: Swift

Range: Touch

Target: Willing creature touched

Frequency: Encounter

Duration: Encounter

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject 3 speed tokens.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Break Enchantment

Arcane/Divine, Metamagic

Level: 7

Components: V, S
Action: Ritual
Range: Close (5 squares)
Target: Cube 3
Frequency: Unlimited
Duration: Instantaneous
Pre-requisite: *Dispel Magic*

This spell works like *dispel magic*, but it also frees victims from a magical effect with a permanent or instantaneous duration. If cast upon multiple creatures in the area, the targeted effect must be the same.

If the effect comes from some permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Enhancements:

You can enhance this spell at any level. When you do so, you increase the maximum level of magic you can dispel.

Breath of Life

Divine, Healing
Level: 1
Components: V, S
Action: Standard
Range: Touch
Target: Creature touched
Frequency: Unlimited
Duration: Instantaneous

You channel positive energy into the corpse of a creature that has been slain since your last turn. The creature is restored life with 1 hit point and Constitution damage equal to its Constitution score. Any conditions upon the creature when it died are removed, unless the condition could not have been removed with a successful saving throw.

This spell will only function if the subject's soul is free and willing to return. Coming back from the dead is an ordeal and in most cases a soul is unwilling or unable to return.

The spell cannot bring back a creature that has died of old age. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

Enhancements:

Level 5: This spell can restore life to a creature that has been dead for up to 2 rounds.
Level 9: This spell can restore life to a creature that has been dead for up to 5 minutes.

Bull's Strength

Divine/Nature, Shapechange

Level: 4

Components: V, S

Action: Swift

Range: Touch

Target: Creature touched

Frequency: Encounter

Duration: Instantaneous

Defense: Fortitude

The affected creature becomes stronger. The spell grants the subject 4 power tokens and a +5 magic bonus on Strength-based skill and ability checks.

Enhancements:

Level 12: This spell affects everyone within a cube 5 centered on you.

Burning Hands

Arcane, Evocation [Fire]

Level: 2

Components: V, S

Action: Standard

Range: Adjacent

Target: Cube 3

Frequency: Encounter

Duration: Instantaneous

Defense: Reflex half

Searing flame shoots from your fingertips burning all creatures in the area. On a hit, this spell deals 1d4+5 points of fire damage. On a miss, the spell deals half damage. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Enhancements:

Level 4: The spell deals 2d4+8 points of fire damage.

Level 6: The spell deals 3d4+10 points of fire damage.

Level 8: The spell deals 3d4+15 points of fire damage.

Call Lightning

Nature, Conjunction [Electricity]

Level: 6

Components: V, S

Action: Standard

Range: Medium (10 squares)
Target: Wall 10 (must be a vertical column)
Frequency: Unlimited
Duration: Encounter
Defense: Reflex half

Upon completing the spell, you summon a dark cloud roiling with lightning.

Once per round (starting with the round you cast this spell), you can use a swift action to call down a bolt of lightning that deals 2d6 points of electricity damage on a hit and half damage on a miss to every creature in its path. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time).

This spell functions indoors or underground but not underwater.

Enhancements:

Level 8: The bolt deals 2d6+3 points of damage.

Level 10: The bolt deals 2d6+6 points of damage.

Calm Animals

Nature, Enchantment [Mind-Affecting]

Level: 1
Components: V, S
Action: Standard
Range: 0 squares
Target: Cube 7
Frequency: Unlimited
Duration: Encounter
Defense: Will; see text

This spell soothes and quiets animals in the area of effect, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. A successful attack is required to affect a dire animal or an animal trained to attack or guard and such creatures are entitled to saving throws to resist the spell. Other animals are automatically affected and can not make a saving throw against this spell.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Calm Emotions

Arcane/Divine, Enchantment [Mind-Affecting]

Level: 3
Components: V, S
Action: Standard
Range: Medium (10 squares)
Target: Cube 5

Frequency: Unlimited
Duration: Concentration
Defense: Will; see below

When casting this spell, you attack the creature in the area with the highest Will defense. If you succeed, all creatures in the area are affected.

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. Even an action that would indirectly harm the creature breaks the spell. For example, walking past a pair of calmed guards into the room they are guarding breaks the spell if the guards would be punished for their failure.

This spell can also be used to remove any fear conditions and the confused condition from all targets. The caster need not concentrate when the spell is used for this purpose.

Cat's Grace

Divine/Nature, Shapechange
Level: 4
Components: V, S
Action: Swift
Range: Touch
Target: Willing creature touched
Frequency: Encounter
Duration: Instantaneous

The affected creature more graceful, agile, and coordinated. The spell grants the target 4 speed tokens and +5 magic bonus on Dexterity-based skill and ability checks.

Enhancements:

Level 12: This spell affects everyone within a cube 5 centered on you.

Chain Lightning

Arcane, Evocation [Electricity]
Level: 12
Components: V, S
Action: Standard
Range: Long (20 squares)
Targets: Up to 5 creatures within range
Frequency: Encounter
Duration: Instantaneous
Defense: Reflex half
Prerequisite: *Lightning Bolt*

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

On a hit, the bolt deals 2d12+30 points of electricity damage to the primary target and arcs to up to four distinct secondary targets of your choice within range. The secondary bolts each deal half as much damage as the primary one did. A miss merely deals half damage to the primary target.

Enhancements:

Level 14: The bolt deals 2d20+30 points of electricity damage.

Level 16: The bolt deals 3d20+30 points of electricity damage.

Changestaff

Nature, Shapechange

Level: 13

Components: V, S, F

Action: Standard

Range: Touch

Target: a specially-prepared quarterstaff; see below

Frequency: Encounter

Duration: Encounter

Prerequisite: *Summon*

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

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days).

Enhancements:

You can enhance this spell at any level. For each level above the base level, the treant gains +1 to attacks and 10 additional hit points.

Chaos Hammer

Divine, Hallowed [Chaotic]

Level: 7

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: Cube 5
Frequency: Encounter
Duration: Instantaneous; see text
Defense: Will half
Prerequisite: Caster must have the Chaotic subtype

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only creatures with the Lawful subtype are harmed by the spell.

On a hit, the spell deals 2d8+12 points of damage and the target gains the **slowed** and **distracted** conditions until it makes a Will save. On a miss, the creature takes half damage and is not slowed or distracted.

Enhancements:

Level 10: The spell deals 2d8+20 points of damage.
Level 13: The spell deals 2d8+30 points of damage.

Charm

Arcane, Compulsion [Mind-Affecting]

Level: 1
Components: V, S
Action: Standard
Range: Close (5 squares)
Target: One humanoid creature
Frequency: Unlimited, but only one person may be charmed at one time
Duration: 24 hours
Defense: Will

Unlike most spells, casting this spell can be hidden with a successful Bluff check vs. passive Sense Motive. This can fool the target as well as any observers even if the spell ultimately fails.

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is threatened or attacked by you or your allies, the spell has no effect.

The spell does not enable you to make the charmed person act against its nature, but it perceives your words and actions in the most favorable way. The subject will not follow orders but can be more easily convinced to help you. For example, a local tavernkeeper likely won't give you free drinks but will cheerfully allow you to buy them on credit even though he's never met you before.

Once the spell is in effect, you can renew it at any time during the spell's duration without having to make a successful attack. This renewal resets the spell duration as if you had just cast it.

Creatures affected by this spell may not make a saving throw on their turn. However, they can make saving throws that are granted by others. If a charmed creature is threatened or attacked by you or your allies, the spell is immediately broken.

Enhancements:

Charm Monster - Level 8: This spell affects any living creature with an intelligence of at least 3.

Mass Charm - Level 11: This spell's Target changes to a cube 5 and affects all intelligent creatures in the area of effect that you wish it to. Only one casting of this spell may be active at one time.

Charm Animal

Nature, Compulsion [Mind-Affecting]

Level: 1

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One animal or vermin

Frequency: Unlimited, but only one spell may be in effect at one time

Duration: 24 hours

Defense: Will

This spell works identically to *charm* but works only on animals or vermin. Creatures with an intelligence of 3 or higher are immune to this spell.

Enhancements:

Level 7: This spell's Target changes to a cube 5 and affects all animal or vermin creatures in the area of effect that you wish it to.

Charm Plants

Nature, Compulsion

Level: 7

Components: V

Action: Standard

Range: Close (5 squares)

Target: Cube 5

Frequency: Unlimited; but only one spell may be active at one time

Duration: 1 week

Defense: Will

This spell works like the level 11 version of *charm* except that it affects only plants and plant creatures. Affected plants or plant creatures can understand rudimentary phrases that you speak even if you do not share a language. Plant creatures are friendly but will not act against their nature.

Normal plants are automatically affected by the spell and will obey your commands. When you control a plant, you can communicate only basic commands, such as “come here,” “go there,” “fight,” “be still,” and so on. Commanding a plant is a swift action. A command must be something that the plant creature can execute as a single swift action, move action or standard action. Normal plants won't resist suicidal or obviously harmful orders.

Chill Metal

Nature, Transmutation [Cold]

Level: 4

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: Metal object

Frequency: Unlimited

Duration: Encounter

Defense: Will; see text

Chill metal makes metal objects extremely cold. The spell automatically affects unattended, nonmagical metal objects. To affect magical metal objects or metal objects in a creature's possession you must make a successful Will attack.

Once per round, starting the round that you cast this spell, you can use a swift action to deal cold damage to a creature if its armor or weapon is being chilled by this spell. The first time you damage a creature it takes 4 damage. Each successive time, it takes 2 more damage than last time until it is dealing 10 damage per round.

Creatures with equipment affected by this spell may not make a saving throw on their turn since the spell does not affect them directly.

If any heat intense enough to deal damage is applied to the target object, the next cold damage dealt by this spell is reset to 4.

Chill metal counters and dispels *heat metal*.

Chill Touch

Arcane, Necromancy

Level: 1

Components: V, S

Action: Standard

Range: Personal

Target: You

Frequency: Unlimited

Duration: Encounter

Defense: Reflex; see text

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each round, starting with the round in which you cast this spell, you can use a swift action to make a Dexterity-based attack against an adjacent creature's Reflex defense. On a hit, you deal 1d6 points of damage and gain 1 speed token.

Any undead creature you hit takes no damage but becomes **dazed** until it makes a Will saving throw.

Enhancements:

You can enhance this spell at any level. When you enhance the spell, its damage increases to 1d6 plus the enhanced level of the spell.

Circle of Death

Arcane, Curse [Death]

Level: 11

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Cube 5

Frequency: 24 hours

Duration: Instantaneous

Defense: Fortitude; see text

A circle of death snuffs out the life force of living creatures, killing them instantly.

Any creature of level 5 or less that is hit with this spell dies. On a miss, the creature is **stunned** for one round.

Any creature of level 6 or more that is hit with this spell is **stunned** for one round. On a miss, the creature gains the **shaken** condition.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

Enhancements:

You can enhance this spell at any level. When you do so, the maximum level of creature you can kill is equal to the spell's level minus 6.

Clairaudience/Clairvoyance

Arcane, Divination

Level: 5

Components: V, S, F

Action: Ritual

Range: Long (20 squares)

Target: Cube 1

Frequency: 24 hours

Duration: Encounter

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired.

Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is dark, you see nothing. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

Focus: A small horn (for hearing) or a glass eye (for seeing).

Enhancement:

Level 8: You can use clairaudience and clairvoyance simultaneously with one casting of this spell.

Cloak of Chaos

Divine, Abjuration/Hallowed [Chaotic]

Level: 15

Components: V, S, F

Action: Swift

Range: 0 squares

Target: Allies in a cube 7

Frequency: 24 hours

Duration: Encounter

Defense: Will

Prerequisite: Caster must have the Chaotic subtype

A random pattern of color surrounds all allies in the area of effect, protecting them from attacks and causing lawful creatures that strike the subjects to become confused. This abjuration has these effects.

First, each warded creature gains 8 speed tokens.

Second, any affected creature can make a Will saving throw once per round as an immediate action.

Third, if a creature with the Law subtype attempts a melee attack against a warded creature, the offending attacker is **confused** for the duration of that attack.

This spell can not be cast upon creatures with the Lawful subtype.

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

Clone

Arcane, Necromancy

Level: 16

Components: V, S, M, F

Action: Ritual

Range: Touch

Frequency: Unlimited

Duration: Instantaneous

Casting this spell requires 24 hours of uninterrupted effort. When you have completed the spell, you create an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to

life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

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

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead.

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

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

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

Cloudkill

Arcane, Conjunction

Level: 10

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: Cube 5

Frequency: Encounter

Duration: Encounter

Defense: Fortitude

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yellowish green and poisonous. The spell affects all creatures in the area. On a hit: a living creature in the area of level 4 or lower is slain. Creatures with more levels take 1d4 points of Constitution damage.

Once per round, starting on the round that you cast this spell, you can use a swift action to inflict 1d4 points of Constitution damage to each living creature in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Once per round, starting in the round you cast this spell, you can use a move action to move the cloud up to 6 squares.

Enhancements:

Level 14: The spell kills creatures of level 6 or less. Other creatures take 2d4 points of Constitution damage.

Level 18: The spell kills creatures of level 8 or less. Other creatures take 3d4 points of Constitution damage.

Color Spray

Arcane, Illusion [Mind-Affecting]

Level: 2

Components: V, S, M

Action: Standard

Range: Adjacent

Target: Cube 3

Frequency: 24 hours

Duration: Encounter; see text

Defense: Will and Reflex; see text

A vivid cone of clashing colors springs forth from your hand, causing creatures to become **blinded**, and possibly also **stunned**.

When you cast this spell, make an area-of-effect attack as normal versus the Reflex defense of all creatures in the area of effect. On a hit, the target is **blinded**. If one or more creatures is blinded by the spell, make a second area-of-effect against all blinded creatures in the area. For this second attack, you target the creatures' Will defense. If you hit the blinded creature is also **stunned** for 1 round.

One Will saving throw removes all effects of this spell. Sightless creatures are not affected by color spray.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.

Command

Divine, Compulsion [Mind-Affecting]

Level: 2

Components: V

Action: Swift

Range: Close (5 squares)

Target: One living creature

Frequency: Encounter

Duration: 1 round

Defense: Will

You give the subject a single command, which it obeys to the best of its ability at first opportunity. You may select from the following options:

- Approach: On its turn, the subject moves toward you as much as it can while avoiding obvious danger. It may do nothing but move during its turn.
- Drop: The subject immediately drops whatever it is holding.
- Fall: The subject immediately falls **prone**.
- Flee: On its turn, the subject moves away from you as quickly as possible for 1 round while avoiding obvious danger. It may do nothing but move during its turn.
- Halt: The subject becomes **immobilized**.

Your DM may allow you to use other, one-word commands.

If the subject can't carry out your command at all on its next turn, the spell automatically fails.

Enhancements:

Level 8: The target of this spell becomes Cube 3 and affects all enemies in the area.

Level 10: The target of this spell becomes a Cube 5 and affects all enemies in the area.

Level 12: The target of this spell becomes a Cube 7 and affects all enemies in the area.

Command Undead

Arcane, Necromancy

Level: 1

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One nonintelligent undead creature

Frequency: Unlimited; but only one spell may be active at one time

Duration: 1 week

Undead affected by this spell follow very simple commands spoken by you. Commanding one undead creature is a swift action. A command must be something that the undead creature can execute as a single swift action, move action or standard action.

Giving an undead creature contradictory or impossible commands breaks the spell.

Enhancements:

Level 5: This spell's Target changes to a cube 5 and affects all nonintelligent undead creatures in the area of effect that you wish it to.

Commune

Divine, Divination

Level: 9

Components: V, S, M

Action: Ritual

Range: Personal

Target: You

Frequency: 1 week

Duration: 1 minute

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

The spell, at best, provides information to aid character decisions. The entities contacted structure their

answers to further their own purposes. This means that it's possible that the entity will refuse to answer or even lie. However, given the similar philosophy the caster has with her deity, such subterfuge is very rare.

If you lag, discuss the answers, or go off to do anything else, the spell ends.

Material Component: Holy (or unholy) water and incense.

Commune with Nature

Nature, Divination

Level: 9

Components: V, S

Action: Ritual

Range: Personal

Target: You

Frequency: 24 hours

Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 10 miles. In natural underground settings—caves, caverns, and the like—the radius is limited to 1000 feet. The spell does not function outside the material plane or in places where nature has been replaced by construction or settlement, such as in dungeons and towns.

Enhancement:

Level 13: This spell operators on other planes.

Comprehend Languages

Arcane/Divine, Detection

Level: 1

Components: V, S

Action: Swift

Range: Sight

Target: Willing, intelligent creatures in range

Frequency: Encounter

Duration: Encounter

Creatures affected by this spell can more easily understand the spoken words of creatures and can decipher incomprehensible written messages. This spell grants all targets a rudimentary telepathic ability such that they can send and receive simple concepts to those whom they do not share a common language. These concepts are limited to ideas like “sleeping” or “peace.” Similarly recipients of this spell can also pick up the simplest concepts from written material that is written in an unfamiliar

language.

Cone of Cold

Arcane, Evocation [Cold]

Level: 10

Components: V, S

Action: Standard

Range: Adjacent

Target: Cube 5

Frequency: Encounter

Duration: Instantaneous

Defense: Reflex half

Cone of cold creates an area of extreme cold that drains heat, dealing $3d10 + 15$ points of cold damage.

Enhancements:

Level 12: The cone deals $3d12 + 22$ points of cold damage.

Level 14: The cone deals $3d12 + 30$ points of cold damage.

Level 16: The cone deals $3d20 + 35$ points of cold damage.

Confusion

Arcane, Enchantment [Mind-Affecting]

Level: 1

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: One creature

Frequency: Encounter

Duration: Encounter

Defense: Will

This spell causes the target to become **confused**.

Enhancements:

Mass Confusion - Level 7: The target of this spell becomes a Cube 5.

Consecrate

Divine, Hallowed [Good]

Level: 3

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Target: Cube 7

Frequency: Unlimited

Duration: 24 hours

Prerequisite: Caster must have the Good subtype

This spell blesses an area with positive energy. This increases the potency of actions that are strongly favored by your deity.

Every undead creature entering a consecrated area suffers minor disruption. Any foe who is adjacent to an undead creature in this area can spend a swift action to gain 1 token of each type. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the foes of undead gain 2 tokens of each type instead of one. Undead cannot be created within or summoned into a consecrated area.

You cannot consecrate an area with a similar fixture of a deity other than your own patron. If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the consecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not grant tokens to those combating undead.

Consecrate counters and dispels *desecrate*.

Material Component: A vial of holy water.

Contact Other Plane

Arcane, Divination

Level: 9

Components: V

Action: Ritual

Range: Personal

Target: You

Frequency: 1 week

Duration: 1 minute

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. You may ask up to five questions which are answered with “yes,” “no,” “maybe,” “unknown,” “irrelevant,” or some other one-word answer.

The entity that the spellcaster contacts is under no obligation to tell the truth. However, spellcasters who use this spell often have certain entities that they have come to trust. Encyclopedias of lore have been gathered on the identity and personality of various entities. As a result, the spellcaster can contact an entity that is *usually* honest in its answers.

On rare occasions, this divination may be blocked by an act of certain deities or forces.

If you lag, discuss the answers, or go off to do anything else, the spell ends.

Contagion

Arcane/Divine/Nature, Curse [Evil]

Level: 6

Components: V, S

Action: Standard

Range: Touch

Target: Living creature touched

Frequency: Unlimited

Duration: Instantaneous

Defense: Fortitude

Prerequisite: Caster must not have the Good subtype

The subject contracts a natural disease of the caster's choice from the table of example diseases in the Disease section of Chapter 8: Adventuring. This disease strikes immediately (no incubation period).

Enhancement:

Persistent Contagion – Level 11: Until the disease is cured, the caster can spend a swift action once per round to deal 2 more points of damage to the same ability score affected by the disease. The target creature must be within 5 squares of the caster.

Contingency

Arcane

Level: 12

Components: V, S, M, F

Action: Ritual

Range: Personal

Target: You

Frequency: Unlimited, but only one contingency may be active at one time

Duration: 24 hours

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency. The contingency spell and the companion spell are cast at the same time.

You can not use *contingency* with a spell that takes longer than a standard action to cast. The spell to be brought into effect by the contingency must be no higher than 4th level.

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being “cast” instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (contingency and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

Material Component: That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature.

Focus: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus on your person for the contingency to work.

Enhancements:

Level 15: The spell to be brought into effect by the contingency must be no higher than 5th level.

Level 18: The spell to be brought into effect by the contingency must be no higher than 6th level.

Continual Flame

Arcane/Divine, Evocation [Light]

Level: 4

Components: V, S, M

Action: Ritual

Range: Touch

Target: Object touched

Frequency: Unlimited

Duration: Permanent

A flame, equivalent in brightness to a torch (see Vision and Light in Chapter 8: Adventuring) , springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

Material Component: Ruby dust worth 50 gp

Control Water

Divine, Force [Water]

Level: 3

Components: V, S

Action: Ritual

Range: Long (20 squares)

Target: Up to a cube 11

Frequency: Unlimited

Duration: 1 hour

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

Lower Water

This causes water or similar liquid to reduce its depth by as much as 20 feet (to a minimum depth of 1 inch). If the body of water is larger than the area of effect, the water outside of the area does not flow into the depressed area that the spell creates. Boats in the affected area are likely unable to leave the area of effect.

Raise Water

This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

Control Weather

Nature, Force

Level: 13

Components: V, S

Action: Ritual

Range: 0 squares

Target: 3 mile cube centered on you

Frequency: Unlimited

Duration: 24 hours; see text

You change the weather in the local area. It takes 1 hour to cast this spell. You can call forth weather appropriate to the climate and season of the area you are in.

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

<u>Season</u>	<u>Possible Weather</u>
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

Control Winds

Nature, Force [Air]

Level: 9

Components: V, S

Action: Standard

Range: Sight

Target: Up to a cube 11

Frequency: Unlimited, but only one spell may be active at one time

Duration: 1 hour

Defense: Fortitude

You alter winds in the area. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires a swift action.

Wind Direction

When the spell is first cast, you may choose one of four basic wind patterns to function over the spell's area. You may change the winds' behavior with a swift action.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions.

- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength

When the spell is first cast, you may choose any wind speed from Calm to Severe. Once per round, starting on the round that you cast this spell, you can spend a swift action to increase or decrease the wind speed by one level and affect all creatures in the area with the wind:

- Calm (0 mph)
- Breeze (1+ mph)
- Moderate winds (11+ mph)
- Strong winds (21+ mph) make sailing difficult (DC 5)
- Severe winds (31+ mph) causes minor ship and building damage (DC 10).
- A windstorm (51+ mph) uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. (DC 15).
- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder (DC 20).
- A Tornado (175+ mph) destroys all non-fortified buildings and often uproots large trees (DC 35).

Wind Effects

Once per round as a swift action, you may force all creatures in the are of effect to make an Athletics check. The DC for this check is listed in parenthesis after each wind speed above. A creature who fails this check is knocked prone and blown 3 squares in the direction of the wind.

A creature in the area of effect that wishes to use a move action to move to a different square must make a successful Athletics check of the same DC or be unable to move.

Create Food and Water

Divine, Conjuraton

Level: 3

Components: V, S

Action: Ritual

Range: Close (5 squares)

Frequency: 24 hours

Duration: 24 hours; see text

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created can sustain 10 humans or 3 horses. It decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and drink* spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Create Undead

Arcane/Divine, Necromancy [Evil]

Level: 12

Components: V, S, M
Action: Ritual
Range: Touch
Target: One corpse
Frequency: 1 month
Duration: Instantaneous
Prerequisite: *Animate Dead*

A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead. However, the created undead are not under the control of their animator.

This spell must be cast at night.

With the basic components listed below, you can create up to a level 10 undead with this spell. Given unusual circumstances and rare, more potent components determined by your DM, you may be able to creature more powerful undead. To do so, you must first acquire obscure lore about achieving such creations.

Material Components: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 gp per level of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

Create Water

Divine/Nature, Conjunction [Water]
Level: 1
Components: V, S
Action: Standard
Range: Close (5 squares)
Frequency: Unlimited
Duration: Instantaneous
Defense: see text

This spell generates up to one cubic foot (8 gallons) of wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles.

You can use this to douse another creature. When you do so, you attack the creature's Will defense. On a hit, the creature is **distracted** for 1 round. If you douse a fire elemental (or similar) creature with this spell, it takes 2d6 points of damage.

This spell can be used to extinguish medium sized or smaller flames. Multiple applications of this spell can be effective against larger flames.

Note: Conjunction spells can't create substances or objects within a creature. Eight gallons of water weighs about 60 pounds.

Crushing Despair

Divine, Enchantment [Mind-Affecting]

Level: 7

Components: V, S

Action: Swift

Range: Close (5 squares)

Target: Cube 5

Frequency: Encounter

Duration: Instantaneous or 1 round

Defense: Will

This spell causes great sadness in all creatures within the area of effect that have an intelligence score. All affected creatures lose 1 token of each type. If the creature has no tokens it is **dazed** for 1 round instead.

Material Component: a vial of tears

Cure Wounds

Divine/Nature, Healing

Level: 1

Components: V, S

Action: Swift

Range: Touch

Target: Creature touched

Frequency: Encounter

Duration: Instantaneous

Defense: Will half

When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds.

Enhancements:

Level 3: The spell heals 2d8+10 damage.

Level 5: The spell heals 3d8+15 damage.

Level 7: The spell heals 4d8+20 damage.

Level 9: The Range of this spell becomes Close and its target becomes a Cube 5. It affects all creatures in the area that you wish it to. When used in this way, the spell heals 1d8+10 points of damage to each subject.

Level 11: The spell heals 2d8+15 points of damage for all creatures in the area that you wish it to.

Level 13: The spell heals 3d8+20 points of damage for all creatures in the area that you wish it to.

Level 15: The spell heals 4d8+25 points of damage for all creatures in the area that you wish it to.

Curse Water

Divine, Curse [Evil]
Level: 1
Components: V, S, M
Action: Ritual
Range: Touch
Target: Flask of water touched
Frequency: Unlimited
Duration: Instantaneous
Defense: Will
Prerequisite: Caster must have the Evil subtype

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water.

Material Component: 5 pounds of powdered silver (worth 25 gp).

Dancing Lights

Arcane, Evocation [Light]
Level: 1
Components: V, S
Action: Swift
Range: Long (20 squares)
Frequency: Encounter
Duration: Encounter

You create up to four small figments that each shed light equivalent to a torch (see Vision and Light in Chapter 8: Adventuring). These lights can resemble lanterns or torches or simply be glowing spheres of light (which look like will-o'-wisps). Alternatively, you can create one simple, faintly glowing shape of up to medium size.

The dancing lights move as you desire (no action required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 20 squares per round. A light winks out if the distance between you and it exceeds the spell's range.

Darkness

Arcane/Divine/Nature, Evocation [Darkness]
Level: 1
Components: V
Action: Swift
Range: Touch
Target: One object
Frequency: Encounter
Duration: 1 hour

This spell causes an object to radiate shadowy illumination. The extent of this darkness is determined

by the DM but is usually sufficient to affect all creatures in the area. All creatures in the area gain **concealment** from creatures who lack low-light vision. (Darkvision is of no use within the effect because some illumination is still present.)

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by *darkness*. This spell has no effect in an area that is already darker than the spell's effect.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower spell level.

Enhancements:

Deeper Darkness - Level 3: This spell grants **concealment** from any creature with sight, including those with low-light vision. The duration of this spell increases to 24 hours.

Utter Darkness - Level 9: This spell creates a complete absence of light. All creatures in the area gain **full concealment** from sighted creatures, except those with darkvision. If you wish, you can create shadowy illumination instead as per the *deeper darkness* spell.

Death's Eye Darkness - Level 13: You are unaffected by your own *darkness* spells. You can see normally within the area. The duration of this spell increases to 1 week.

Greater Death's Eye Darkness - Level 17: You may designate up to six creatures in the area who are unaffected by the spell. The duration of this spell is 1 year.

Darkvision

Arcane/Nature, Amelioration

Level: 4

Components: V, S, M

Action: Ritual

Range: 0 squares

Target: Cube 3

Frequency: Unlimited

Duration: 24 hours

Defense: Will

All creatures in the area gain darkvision.

Material Component: Either a pinch of dried carrot or an agate.

Daze

Arcane, Enchantment [Mind-Affecting]

Level: 1

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One humanoid creature

Frequency: Unlimited

Duration: 1 round
Defense: Will

This enchantment clouds the mind of a humanoid creature causing it to become **dazed**.

Enhancements:

Daze Monster – Level 4: Any creature can be **dazed** by this spell.

Daze Animal

Nature, Enchantment

Level: 1
Components: V, S
Action: Standard
Range: Close (5 squares)
Target: One animal
Frequency: Unlimited
Duration: Encounter
Defense: Will

This enchantment clouds the mind of an animal causing it to become **dazed**.

Deafness

Arcane/Divine, Curse

Level: 1
Components: V
Action: Standard
Range: Medium (10 squares)
Target: One living creature
Frequency: Encounter
Duration: Instantaneous
Defense: Fortitude

You call upon the powers of unlife to render the subject **deafened** and **distracted**. The distracted condition lasts until the creature makes a successful saving throw. The deafened condition can not be removed with a saving throw.

Death Knell

Divine, Necromancy [Death, Evil]

Level: 3
Components: V, S
Action: Standard
Range: Touch
Target: Living creature touched
Frequency: Unlimited

Duration: Instantaneous
Defense: Will
Prerequisite: Caster must not have the Good subtype

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that is **dying**. If your attack is successful, the creature dies, you recover 5 hit points and gain 3 tokens of your choice.

Death Ward

Divine/Nature, Necromancy
Level: 8
Components: V, S
Action: Swift or Immediate
Range: Touch
Target: Willing, living creature touched
Frequency: Encounter
Duration: Encounter; see text

You place a protective ward upon the subject. When the subject would be affected by a death spell, magical death effect, energy drain, or negative energy effects he can opt to expend this ward to negate the effect. When the ward is expended the spell ends.

This spell doesn't remove negative levels that the subject has already gained.

Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Enhancements:

Level 11: When you cast this spell, it affects both you and all adjacent allies.

Level 14: This spell affects all allies that you can see.

Deathwatch

Divine, Necromancy
Level: 1
Components: V, S
Action: Ritual
Range: Long (20 squares)
Target: Living creatures
Frequency: Unlimited
Duration: 24 hours

When you cast this spell, you place a necromantic bond between yourself and any creatures you wish who are in range at the time of casting. For the duration the spell, you can instantly determine the condition of these creatures. Specifically, you know whether each creature is dead, bloodied, injured, undead, unconscious, or neither alive nor dead (such as a construct). As a swift action, you can determine the precise health (hit point total) of all the creatures.

Deathwatch sees through any spell or ability that allows creatures to feign death.

Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Enhancements:

Level 3: You are also aware of direction and distance to the creatures and any conditions affecting them (e.g., nauseated, poisoned, confused, or the like).

Demand

Arcane, Compulsion, Force [Mind-Affecting]

Level: 15

Components: V, S

Action: Ritual

Range: See text

Target: One creature

Frequency: 24 hours

Duration: 1 round; see text

Defense: Will partial

Prerequisites: Ability to cast *sending* and *suggestion*

This spell functions like the *sending* spell, but the message can also contain a *suggestion* (as the spell), which the subject does its best to carry out. If the spellcaster fails to beat the target's Will defense, the suggestion effect is negated but not the contact itself. The *demand*, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.

The *demand's* message to the creature must be twenty-five words or less, including the *suggestion*. The subject recognizes you if it knows you and can also give a short reply immediately.

Material Component: Some small part of the subject—a hair, a bit of nail, or the like.

Desecrate

Divine, Hallowed [Evil]

Level: 3

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Target: Cube 7

Frequency: Unlimited

Duration: 24 hours

Defense: Will

Prerequisite: Caster must have the Evil subtype

This spell blesses an area with negative energy. This increases the potency of actions that are strongly favored by your deity.

Every living creature in a desecrated area suffers minor disruption. When a creature first enters the area (or is in the area when the spell is first cast) that creature is attacked by this spell. On a hit, the target lose the ability to gain tokens for rolling initiative. 2 tokens of a type specified by the caster. If the target has no tokens, he becomes **distracted**.

If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to the caster's deity, pantheon, or aligned higher power, the caster can spend a swift action once per round to repeat the attack against one creature in the area.

Undead creatures created or summoned into the area have 10 more hit points than normal.

You cannot *desecrate* an area with a similar fixture of a deity other than your own patron. If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not remove tokens.

Desecrate counters and dispels *consecrate*.

Material Component: A vial of unholy water.

Destruction

Divine, Curse [Death]

Level: 16

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Target: One creature

Frequency: 1 month

Duration: Instantaneous

Defense: Fortitude partial; see text

Regardless of whether the spell hits or misses, it deals 150 points of damage to the target. On a hit, this spell also deals 3d6 Constitution damage to the target. If the target is killed by this spell, its remains (but not its equipment and possessions) are utterly consumed. The only way to restore life to a creature killed by this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or a *miracle*.

Material Component: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

Detect Animals or Plants

Nature, Detection

Level: 1
Components: V, S
Action: Standard
Range: 1 mile
Frequency: Unlimited
Duration: Concentration

You can detect a particular kind of animal or plant in range. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. You become aware of the number of individuals of the specified kind in the area, and the condition of the healthiest specimen. You can also learn the condition (healthy, fair, poor) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Detect Scrying

Arcane, Detection
Level: 7
Components: V, S, F
Action: Ritual
Target: Personal
Range: Medium (10 squares)
Frequency: Unlimited
Duration: 24 hours

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. You know the location of every magical sensor within the spell's area.

As a standard action, you can make a Spellcraft check versus the scrier's Will defense. On a success, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you. The scrier immediately becomes aware of you when you do this and is likely to end the scrying immediately thereafter.

Focus: A small mirror or a miniature brass hearing trumpet.

Detect Thoughts

Arcane, Detection [Mind-Affecting]
Level: 4
Components: V, S, F
Action: Ritual
Range: Touch
Target: 1 intelligent creature
Frequency: 24 hours
Duration: Concentration
Defense: Will

You can only cast this spell upon a creature that is helpless or willing. If the creature is unwilling, you must successfully target that creature's Will defense. On a hit, you detect the creature's surface

thoughts. If the creature's Intelligence score is 10 or more points higher than your own, you are stunned for 1 round and the spell ends. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Focus: A copper piece.

Dictum

Divine, Hallowed [Lawful, Sonic]

Level: 14

Components: V

Action: Standard

Range: Close (5 squares)

Target: One extraplanar creature

Frequency: 24 hours

Duration: Instantaneous

Defense: Will

Prerequisite: *Banishment*; Caster must have the Lawful subtype

All creatures with the Chaotic subtype that are within the area of a *dictum* spell are affected. If you hit a target who is higher level than you it becomes **immobilized** and **dazed**. If you hit a target whose level is equal to or lower than yours, it becomes **stunned**. On a miss, a target whose level is equal to or lower than yours is still **dazed** and **immobilized**.

Furthermore, if you are on your home plane when you cast this spell, any creature with the Chaotic subtype that is within the area of the *dictum* spell is affected as if by a *banishment* spell cast by you.

Dimension Door

Arcane, Teleportation

Level: 8

Components: V

Action: Swift

Range: Long (20 squares)

Target: You and touched objects or other adjacent willing creatures

Frequency: Encounter

Duration: Instantaneous

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 a direction. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring any adjacent, willing creatures (carrying gear or objects up to its maximum load).

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 10 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location (which may be where you started).

If there is no free space within 100 feet, you and each creature traveling with you take an additional 20 points of damage and are shunted to an open space on a suitable surface within 1,000 feet.

If there is no free space within 1000 feet, you and each creature traveling with you take an additional 100 points of damage and the spell fails.

Enhancements:

Level 10: The range of the spell increases to 200 feet (40 squares).

Level 12: You can take an unlimited number of additional creatures to whom you have line of effect. The range of the spell increases to 1000 feet (200 squares) .

Level 14: The range of the spell increases to 1 mile.

Dimensional Anchor

Arcane/Divine, Metamagic

Level: 7

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: One creature

Frequency: Unlimited

Duration: Encounter

Defense: Reflex

A green ray springs from your outstretched hand. If you hit the target's Reflex defense, it is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar abilities.

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

A saving throw can not be used to remove the effects of this spell.

Diminish Plants

Nature, Transmutation

Level: 1

Components: V, S

Action: Ritual

Range: See text

Target: See text

Frequency: 24 hours

Duration: Instantaneous

This spell has two versions:

Prune Growth: This version causes normal vegetation within 1000 ft. to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. You may also designate portions of the area that are not affected.

Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal. Diminish plants counters *plant growth*.

Diminish plants counters *plant growth*.

This spell has no effect on plant creatures.

Discern Lies

Divine, Detection

Level: 7

Components: V, S

Action: Ritual

Range: Personal

Target: You

Frequency: Unlimited

Duration: 24 hours

Defense: Will

You gain a +5 magic bonus to Sense Motive checks to know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Discern Location

Arcane/Divine, Divination

Level: 15

Components: V, S

Action: Ritual

Range: Unlimited

Target: One creature or object

Frequency: 24 hours

Duration: Instantaneous

A discern location spell is among the most powerful means of locating creatures or objects. Discern location circumvents spells such as *nondetection* that are designed to prevent scrying. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

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

Disintegrate

Arcane, Transmutation

Level: 12

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: One creature or object

Frequency: Encounter

Duration: Instantaneous

Defense: Fortitude

A thin, green ray springs from your pointing finger as you attack the Fortitude defense of your target creature. On a hit, the creature takes 3d6 points of Constitution damage. On a miss, the creature takes 1d6 points of Constitution damage. Any creature whose Constitution damage is greater than or equal to its Constitution score after being hit with a *disintegrate* spell is instantly killed. Such a creature is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

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

Material Component: A lodestone and a pinch of dust.

Enhancements:

Level 14: This spell also deals 2d6+35 points of damage on a hit and half damage on a miss.

Level 16: This spell also deals 3d6+42 points of damage on a hit and half damage on a miss.

Level 18: This spell also deals 4d6+50 points of damage on a hit and half damage on a miss.

Dispel Diametric

Divine, Metamagic/Hallowed [Good, Evil, Lawful or Chaotic]

Level: 9

Components: V, S

Action: Swift

Range: Personal

Target: You

Frequency: Encounter

Duration: Encounter; see text

Prerequisite: Caster must have an alignment subtype.

Shimmering energy surrounds you. The color and appearance of this energy varies depending upon your alignment subtype.

When you cast this spell in the presence of a creature whose alignment subtype opposes yours, you gain 10 speed tokens.

While the spell is active, you can use a swift action to automatically remove an enchantment spell or effect from an adjacent creature provided the spell or effect was created by a creature whose alignment subtype opposes yours. The spell or effect must be one that can be removed with a saving throw.

Dispelling Magic

Arcane/Divine, Metamagic

Level: 2

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One ongoing effect

Frequency: Unlimited

Duration: Instantaneous or Encounter; see text

Defense: None

You can use *dispel magic* to end one ongoing magical effect. If the spell effect has a finite duration it ends as if its duration had expired. If it has a permanent duration then the spell effect is suppressed until the end of the encounter.

Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. In addition, the effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. Finally, the caster must know where the effect is which may be difficult for invisible effects. For example, if attempting to dispel a *wall of force*, you must know at least one of the squares that the wall occupies.

You can only dispel a spell effect if you are aware of its nature. Typically this requires a successful Spellcraft check to identify the effect.

Dispel magic automatically dispels effects that are the same level as the *dispel magic* spell or lower. To successfully dispel a higher level spell, you must spend insight tokens to make up the difference. For example, you can automatically dispel a *shield* spell (2nd level) but to remove an *invisibility* spell (4th level) you must spend 2 insight tokens. Generally, if a caster can identify a magical effect then she also knows what level it is.

You may not spend more than 5 insight tokens with *dispel magic*. Thus, it can not affect spells of 8th level or higher (however, see Enhancements below).

A caster that wishes to protect her spells from *dispel magic* may spend up to 5 insight tokens at the time of casting to defend the spell. Each token spent increases the effective level of the spell by 1, but only for the purpose of resisting *dispel magic* and similar effects like *break enchantment*.

Enhancements:

You can enhance this spell at any level. When you do so, you increase the maximum level of magical effects that you can dispel.

Displacement

Arcane, Illusion

Level: 5
Components: V, S
Action: Swift
Range: Touch
Target: Willing creature touched
Frequency: Encounter
Duration: Encounter

The subject of this spell appears to be about 2 feet away from its true location. The creature is **concealed** but not fully concealed from all sighted creatures. *True seeing* negates the effects of this spell.

Enhancements:

Level 7: At the time of casting, you can select creatures within in sight whom you wish to not see the illusion.

Disrupt Undead

Arcane, Necromancy

Level: 1
Components: V, S
Action: Standard
Range: Close (5 squares)
Target: One undead creature
Frequency: Unlimited
Duration: Instantaneous
Defense: Reflex

You direct a ray of positive energy. On a hit an undead creature takes 1d6+3 points of damage.

Enhancements:

You can enhance this spell at any level. When you do so, the damage increases to 1d6 plus twice the spell's newly enhanced level.

Disrupting Weapon

Divine, Necromancy

Level: 9
Components: V, S
Action: Swift
Range: Touch
Target: One melee weapon
Frequency: Encounter
Duration: Encounter
Defense: Will

This spell makes a melee weapon deadly to undead. On any round in which you hit an undead creature with this weapon, you can spend a swift action to make a Wisdom attack against the creature's Will

defense. On a hit, the creature takes an additional 20 points of damage.

Divination

Divine, Divination

Level: 7

Components: V, S, M

Action: Ritual

Range: Personal

Target: You

Frequency: 24 hours

Frequency: 24 hours

Duration: Instantaneous

Similar to *augury* but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful.

As with *augury*, the future is sometimes too uncertain for the answer to be known but your awareness of this gives you insight. When this occurs, you gain 3 persistent insight tokens.

As with *augury*, multiple divinations about the same topic by the same caster yield the same result. Should you repeatedly use *divination* for matters that your deity considers too trivial, you may lose the ability to cast this spell for a time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

Divine Favor

Divine, Hallowed

Level: 1

Components: V, S

Action: Swift

Range: Personal

Target: You

Frequency: Encounter

Duration: Instantaneous

Calling upon the strength of a deity, you gain 2 power tokens.

Enhancements:

Level 6: You gain 4 power tokens instead of 2.

Level 9: You gain 6 power tokens instead of 4.

Divine Power

Divine, Hallowed
Level: 8
Components: V, S
Action: Swift
Range: Personal
Target: You
Frequency: Encounter
Duration: Encounter

Calling upon the divine power of your patron, you imbue yourself with greater strength and skill in combat. You gain 6 power tokens and 10 temporary hit points.

Enhancements:

Righteous Might - Level 10: This spell also causes you to grow, doubling your height and multiplying your weight by 8. This increase changes your size category to the next larger one. Your reach increases by 1 square. Your speed increases by 1 square. If insufficient room is available for the desired growth, the spell fails. Multiple magical effects that increase your size do not stack. While this spell is active, each time you strike a creature with an alignment subtype opposed to yours, you gain 2 more power tokens.

Dominate

Arcane, Compulsion [Mind-Affecting]
Level: 8
Components: V, S
Action: Standard
Range: Close (5 squares)
Target: One creature
Frequency: Encounter
Duration: Encounter
Defense: Will

You can control the actions of another creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Attack," and "Stand still."

Commanding the creature is a swift action and the command must describe a task that the creature can complete as a single standard, move or swift action. Suicidal or obviously self-destructive commands are simply ignored.

The dominated creature gains the **distracted** condition for the duration of the spell. Because of this distraction, a Sense Motive check against the dominated creature's passive Bluff determines that the subject's behavior is being influenced by an enchantment effect.

Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. You know what the subject is

experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once a creature has completed a given command, it will act on its own volition unless it is given another command. In such circumstances, a creature is likely to attempt a saving throw versus this spell.

Enhancements:

Level 12: You can deepen your control over a creature you have dominated. To do so, you must be able to concentrate for 1 minute. During this time, the dominated creature is helpless and unable to act. At the end of 1 minute, make a second attack against the creature's Will defense. On a miss, the spell ends. On a hit, the duration of this spell is extended by 24 hours and the creature may no longer attempt a saving throw against the spell unless the save is granted by a third party. Furthermore, the scope of your commands is no longer limited to those that can be carried out as a standard, move or minor action.

Doom

Divine, Curse [Fear, Mind-Affecting]

Level: 1
Components: V, S
Action: Swift
Range: Medium (10 squares)
Target: One living creature
Frequency: Encounter
Duration: Encounter
Defense: Will

This spell fills a single subject with a feeling of horrible dread that causes it to become **shaken**.

Dream

Arcane, Illusion [Mind-Affecting]

Level: 5
Components: V, S
Action: Ritual
Range: Unlimited
Target: One living creature touched
Frequency: Unlimited
Duration: See text

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

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

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

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

The messenger gains the **helpless** condition while in the trance.

Eagle's Splendor

Divine/Nature, Shapechange

Level: 4

Components: V, S

Action: Swift

Range: Touch

Target: Willing creature touched

Frequency: Encounter

Duration: Instantaneous

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants the target 4 insight tokens and +5 magic bonus on Charisma-based skill and ability checks.

Enhancements:

Level 12: This spell affects everyone within a cube 5 centered on you.

Earthquake

Divine/Nature, Evocation [Earth]

Level: 15

Components: V, S

Action: Standard

Range: Long (20 squares)

Frequency: 24 hours

Duration: 1 round

Defense: Reflex

When you cast *earthquake*, an intense but highly localized tremor rips the ground. It affects all creatures in range except you and those adjacent to you. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground fall **prone** and are unable to take standard actions or move actions. Creatures may not make a saving throw against the effects of an *earthquake*. The spell affects all terrain, vegetation, structures, and creatures within range. The specific effect of an earthquake spell depends on

the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel

The spell collapses the roof dealing 30 points of bludgeoning damage to all creatures in the area. On a hit, the creature is also buried in the rubble and **helpless** until rescued.

Cliffs or Hillside

Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 30 points of bludgeoning damage. On a hit, the creature is also buried in the rubble and helpless until rescued.

Open Ground

On a hit, the creature falls into a newly formed fissure taking 10 points of damage. A DC 15 Athletics check is required to climb out of the fissure.

Structure

Typical wooden or masonry buildings collapse, but buildings of stone or reinforced masonry are damaged but remain standing. Any creature caught inside a collapsing structure takes 20 points of bludgeoning damage. On a hit, the creature is also buried in the rubble and helpless until rescued.

River, Lake, or Marsh

Great waves form upon the surface of the water capsizing small and medium-sized boats.

Elemental Swarm

Nature, Summoning

Level: 17

Components: V, S

Action: Ritual

Frequency: 1 year

Duration: 24 hours; see text

This spell opens a portal to an Elemental Plane and summons elementals from it. The caster can choose the plane (Air, Earth, Fire, or Water).

When the spell is complete, a swarm of dozens of elementals appears that range in size from small to huge. Once these creatures appear, they perform a single, specific task for you that you describe. For example, you could ask the elementals to kill an enemy, build a castle or protect a friend. Once the task has been completed or the spell's duration has expired, the elementals disappear. The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them.

In combat, the elementals automatically deal 100 hp of damage per round of the type associated with their home plane (e.g., cold damage from the elemental plane of water). This damage can be concentrated on a single foe or distributed among multiple foes as you wish.

You do not need to concentrate to spend an action to control over the elementals. You can dismiss them at any time.

Endure Elements

Arcane/Divine, Abjuration

Level: 1

Components: V, S

Action: Ritual

Range: Touch

Target: Willing creature touched

Frequency: Unlimited

Duration: 24 hours

A creature protected by endure elements suffers less harm from being in a hot or cold environment. Specifically, the creature is affected as if the temperature were about 30 degrees colder or warmer (as appropriate) than it actually is. The creature's equipment is likewise protected. This does not mean that a creature can cross a desert or climb a snowy peak without adequate equipment but it will make the trip much more bearable.

Energy Drain

Arcane, Curse

Level: 7

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One living creature

Frequency: Unlimited

Duration: Instantaneous

Defense: Reflex

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. On a hit, the subject is **energy drained** for 2 negative levels and loses 2 tokens of each type.

Assuming the subject survives, it regains lost levels after an eight hour rest. Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *energy drain* don't last long enough to do so.

An undead creature struck by the ray gains 15 temporary hit points.

Enhancements:

Level 10: The spell drains 3 negative levels (instead of 2) and removes 3 tokens of each type (instead of 2). An undead creature struck by the ray gains 25 temporary hit points (instead of 15).

Level 13: The spell drains 4 negative levels (instead of 2) and removes 4 tokens of each type (instead of 2). An undead creature struck by the ray gains 35 temporary hit points (instead of 15).

Level 16: The spell drains 5 negative levels (instead of 2) and removes 5 tokens of each type (instead of 2). An undead creature struck by the ray gains 50 temporary hit points (instead of 15).

Enlarge

Arcane/Nature, Shapechange

Level: 2

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One creature

Frequency: Encounter

Duration: Encounter

Defense: Fortitude

This spell causes instant growth of a creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The creature's reach increases by 1 square. The target's land speed increases by 1 square. The target gains 2 power tokens.

If the target creature's new size would cause it to share a space with another creature, then the smaller of the two creatures is pushed aside to make room. If insufficient room is available for the desired growth the spell fails.

All equipment worn or carried by a creature is similarly enlarged by the spell. Weapon damage dealt by enlarged weapons remains unchanged. Magical properties of enlarged items are not increased by this spell.

The increased size can have other effects on the target at the DM's discretion.

Multiple magical effects that increase size or change a creature's shape do not stack. *Enlarge* counters and dispels *reduce*.

Enhancements:

Level 6: This spell can be cast on two creatures simultaneously or 1 creature as a swift action.

Level 10: This spell can be cast on up to four creatures simultaneously or 2 creatures as a swift action.

Entangle

Nature, Transmutation

Level: 2

Components: V, S

Action: Standard

Range: Long (20 squares)

Target: Cube 5

Frequency: Encounter

Duration: Encounter

Defense: Reflex; see text

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area. This area-of-effect attack targets the Reflex defense of creatures within the area. On a hit, the target becomes **entangled**. The area also counts as difficult terrain until the spell ends.

If this spell is cast in an area without sufficient vegetation, then appropriate vegetation sprouts from the area for the duration of the spell.

Enthrall

Arcane/Divine, Compulsion [Language Dependent, Mind-Affecting, Sonic]

Level: 3
Components: V, S
Action: Standard
Range: Medium (10 squares)
Targets: Any number of creatures within range
Frequency: Encounter
Duration: Concentration; up to 1 hour
Defense: Will; see text
Prerequisite: 1 rank in Perform

Unlike most spells, casting this spell can be hidden with a successful Bluff check vs. passive Sense Motive. This can fool any observers who are unaffected by the spell.

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you speak, sing or perform without interruption. Those affected give you their undivided attention and are considered to have an attitude of friendly while under the effect of the spell.

Affected creatures may not make a saving throw without the aid of a third party. However, if a creature is threatened or witnesses an action it opposes it is immediately entitled to a saving throw.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those entering the area during the performance are also subject to the spell as if they had been there when it was originally cast.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you.

Entropic Shield

Divine, Abjuration

Level: 1
Components: V, S
Action: 1 swift action
Range: Personal
Target: You
Frequency: Encounter
Duration: Encounter
Prerequisite: Caster must not have the Lawful subtype

A magical field appears around you, glowing with a chaotic blast of multicolored hues. As an immediate action, you can use this field to negate an incoming ranged weapon attack. You can wait until you know the result of the attack roll before negating the attack. This spell dissipates once it has deflected one attack.

Erase

Arcane, Transmutation

Level: 1
Components: V, S
Action: Standard
Range: Touch
Target: One object
Frequency: Unlimited
Duration: Instantaneous

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, an *arcane mark*, but not *illusory script* or a *symbol* spell. A few powerful magical writings are immune to this spell.

Ethereal Jaunt

Arcane/Divine, Teleportation

Level: 15
Components: V
Action: Ritual
Range: Personal
Target: You
Frequency: 24 hours
Duration: Encounter

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down. (See the Etherealness special ability in Chapter 8: Adventuring.)

When the spell expires, you return to material existence. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 20 points of damage.

Enhancements:

Level 17: The spell also affects up to 6 additional willing creatures with you into the Ethereal Plane. These creatures must be joined to you by linking hands.

Expeditious Retreat

Arcane, Amelioration

Level: 1
Components: V, S
Action: Swift

Range: Personal
Target: You
Frequency: Encounter
Duration: 1 round

This spell increases your base land speed by 6 squares. You also gain 4 speed tokens. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. You must cast this spell when you have not yet taken your standard action this turn. That standard action becomes a second move action instead.

Explosive Runes

Arcane, Secrecy

Level: 5

Components: V, S

Action: Ritual

Range: Touch

Target: One touched object weighing no more than 10 lb.

Frequency: Unlimited

Duration: Permanent until discharged

Defense: See text

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 2d10+20 points of force damage to the reader and anyone adjacent to the reader. The object on which the runes were written also takes full damage.

An item with explosive runes cast upon it cannot have a second closure or warding spell placed on it.

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell.

Eyebite

Arcane, Curse [Evil]

Level: 11

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One living creature

Frequency: Encounter

Duration: Encounter

Defense: Fortitude

Prerequisite: Caster must not have the Good subtype

Once per round as a swift action, you may target the Fortitude of a single living creature, striking it with waves of evil power. On a hit, the target is **panicked**. On a miss, the target is **sickened**. A successful saving throw ends either condition.

Fabricate

Arcane, Transmutation

Level: 7

Components: V, S, M

Action: Ritual

Range: Close (5 squares)

Target: see text

Frequency: Unlimited

Duration: 24 hours

You convert up to 10 cubic feet of raw materials into a product that is made of the same materials. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication.

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

Abusing this spell is likely to draw the ire of local merchants and builders. Severe abuse may result in the curse of a deity of merchants or craftsmanship.

Material Component: the original raw materials

Enhancements:

Level 9: You no longer need raw materials to create your product. However, if you do have such materials the duration of the spell become permanent.

Faerie Fire

Nature, Evocation [Light]

Level: 1

Components: V, S

Action: Swift

Range: Long (20 squares)

Target: Cube 3

Frequency: Unlimited

Duration: Encounter

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the **concealment** normally provided by *darkness* (though a 2nd-level or higher magical darkness effect functions normally), *blur*, *displacement*, *invisibility*, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Subjects of this spell can not remove its effects with a saving throw.

False Life

Arcane, Necromancy

Level: 4

Components: V, S

Action: Swift

Range: Personal

Target: You

Frequency: Encounter

Duration: Encounter

You harness the power of unlife to grant yourself a limited ability to avoid death. You gain 5 temporary hit points.

Enhancements:

Level 7: You gain 10 temporary hit points

Level 10: You gain 15 temporary hit points

False Vision

Arcane, Illusion

Level: 9

Components: V, S, M

Action: Ritual

Range: Long (20 squares)

Target: All squares within range

Frequency: Unlimited

Duration: 24 hours

Prerequisite: *Image*

Any divination (scrying) spell used to view anything in the area instead receives a false image (as the *image* spell), as defined by you at the time of casting. As long as the duration lasts, you can use a swift action to change the image as desired.

Material Component: a pinch of jade dust

Fear

Arcane, Curse [Fear, Mind-Affecting]

Level: 1

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Target: One living creature

Frequency: Unlimited
Duration: Encounter
Defense: Will

The affected creature becomes **frightened**. If the attack misses, the creature becomes **shaken** instead. Creatures who are of higher level than you are immune to this effect. A successful saving throw removes either condition.

Material Component: Either the heart of a hen or a white feather.

Enhancements:

Level 4: The spell affects all living creatures in a Cube 3

Level 9: On a hit, a creature becomes **panicked** rather than frightened.

Fatigue

Arcane, Curse

Level: 1

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Target: Cube 3

Frequency: Unlimited

Duration: Encounter

Defense: Fortitude

You channel negative energy through the area and attacking all creatures therein. On a hit, a creature becomes **fatigued**. A character that is already fatigued from a different effect automatically becomes **exhausted**. A creature that is already exhausted from a different effect becomes **unconscious**.

Material Component: A drop of sweat.

Enhancements:

Level 3: The target of this spell becomes a cube 5 and affects only enemies in the area.

Level 5: If you wish, you can target this spell at a single creature instead of an area. On a miss, the creature still becomes **fatigued**. On a hit, the subject is immediately **exhausted** until it succeeds on a Fortitude saving throw at which point it becomes **fatigued** until it makes a second Fortitude saving throw.

Level 7: All enemies in the area are affected as if they were targeted individually and thus becomes **exhausted** on a hit or fatigued on a miss as described above.

Feather Fall

Arcane, Amelioration

Level: 1

Components: V, S

Action: Ritual

Range: Close (5 squares)

Target: All willing creatures
Frequency: Unlimited
Duration: 24 hours

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 12 squares per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect.

Feeblemind

Arcane, Enchantment [Mind-Affecting]
Level: 7
Components: V, S, M
Action: Standard
Range: Medium (10 squares)
Target: One creature
Frequency: Encounter
Duration: Encounter
Defense: Will; see text

On a hit, the targeted creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them.

By performing a 1 minute ritual against an affected creature that is **helpless**, the effects of this spell can be made permanent. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind* spell.

Material Component: A handful of clay, crystal, glass, or mineral spheres.

Find the Path

Arcane/Divine/Nature, Divination
Level: 12
Components: V, S
Action: Ritual; see text
Range: Personal or touch
Target: You or willing creature touched
Frequency: 24 hours
Duration: 24 hours; see text
Focus: A set of divination counters of the sort you favor.

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even on other planes. Find the path works with respect to locations, not objects or creatures at a locale. For example, the recipient can locate the largest house in town but not the house where your nemesis is hiding. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. The spell does not enable you to avoid traps and other dangers along the way. For example, the subject will not sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first.

Find the path can be used as a standard action to instantly remove you and any allies from the effect of a *maze* spell.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Finger of Death

Arcane/Nature, Curse [Death]

Level: 14

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One living creature

Frequency: 24 hours

Duration: 1 round

Defense: Fortitude

You can slay any one living creature within range. On a hit, the creature's internal organs cease to function and it begins to die. This process takes 1 round and if the target can make a successful saving throw before the caster's next turn, then that creature can shake off the effect and instead takes 25 points of damage and is **dazed** until it makes a Fortitude save.

Fire Seeds

Nature, Conjunction, Evocation [Fire]

Level: 12

Components: V, S

Action: Swift

Range: Touch

Target: Acorn or holly berry

Frequency: Unlimited

Duration: Encounter

Defense: None

Depending on the version of fire seeds you choose, you turn an acorn into a splash weapons or a holly berry into a bomb that you can detonate on command.

Acorn Grenade

You turn an acorn into a special splash weapon (see the Throw Splash Weapon special attack in Chapter 7: Combat). The acorn deals 3d6 + 10 points of fire damage to any creature occupying the square and half damage to any creatures adjacent to the square. The fire also ignites any combustible

materials within the area.

Holly Berry Bomb

You turn a holly berry into a special bomb. The berry must be dropped or placed by hand, since it is too light to be thrown. As a swift action, you can speak a word of command, and the berry bursts into flame, causing 3d10+10 points of fire damage to any creature in the square or adjacent to the square. The fire also ignites any combustible materials within the area.

Material Component: The acorn or holly berry.

Enhancements:

Level 14: The acorn grenade deals 3d6+15 points of fire damage. The holly berry bomb deals 3d10+15 points of fire damage.

Level 16: The acorn grenade deals 3d6+20 points of fire damage. The holly berry bomb deals 3d10+20 points of fire damage.

Fire Shield

Arcane, Evocation [Fire or Cold]

Level: 7

Components: V, S

Action: Swift

Range: Personal

Target: You

Frequency: Encounter

Duration: Encounter

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to the illumination of a torch (see Vision and Light in Chapter 8: Adventuring). When you cast the spell, decide whether the flames protect you from cold-based or fire-based attacks:

Warm Shield

The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack deals half damage on a miss, you take no damage.

Chill Shield

The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack deals half damage on a miss, you take no damage.

Regardless of the type of shield you choose, you can use the spell to damage creatures that get too close to you. Once per round, as a swift action you can cause the flames to flare up and deal 1d6+5 points of damage to all adjacent creatures. This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks).

Material Component: a bit of phosphorus or a firefly

Fire Storm

Divine/Nature, Evocation [Fire]

Level: 14

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: Cube 5

Frequency: Encounter

Duration: Instantaneous

Defense: Reflex half

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any creatures in the area that you wish to exclude from damage. Any other creature within the area takes 3d6 + 22 points of fire damage on a hit or half damage on a miss.

Enhancements:

Level 16: The firestorm deals 3d6+35 points of fire damage on a hit.

Fire Trap

Arcane/Nature, Secrecy [Fire]

Level: 7

Components: V, S, M

Action: Ritual

Range: Touch

Target: Object touched

Frequency: Unlimited

Duration: Permanent until discharged

Defense: Reflex half

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap can ward any object that can be opened and closed.

When casting fire trap, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills a Cube 3 area around the spell's center. The flames deal 35 points of fire damage. The item protected by the trap is not harmed by this explosion.

A fire trapped item cannot have a second closure or warding spell placed on it.

A *knock* spell does not bypass a fire trap.

Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the fire trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire trapped object to an individual usually involves setting a password that you can share with friends.

Material Component: One half-pound of gold dust (cost 25 gp) sprinkled on the warded object.

Fireball

Arcane, Evocation [Fire]

Level: 6

Components: V, S, M

Action: Standard

Range: Long (20 squares)

Target: Cube 3

Frequency: Encounter

Duration: Instantaneous

Defense: Reflex half

A fireball spell is an explosion of flame that detonates with a low roar and deals 2d6+6 points of fire damage to every affected creature within the area. Unattended objects also take this damage and flammable materials within the area may catch fire. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A tiny ball of bat guano and sulfur.

Enhancements:

Level 8: The fireball deals 2d6+12 points of fire damage on a hit.

Level 10: The fireball deals 2d6+18 points of fire damage on a hit.

Level 12: The fireball deals 2d6+25 points of fire damage on a hit.

Level 14: The fireball deals 2d6+30 points of fire damage on a hit. You can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. If an creature touches the bead, it explodes immediately.

Level 16: The fireball deals 2d6+40 points of fire damage on a hit.

Flame Arrow

Arcane, Transmutation [Fire]

Level: 5

Components: V, S, M

Action: Ritual

Range: Close (5 squares)

Target: Fifty projectiles, all of which must be in contact with each other at the time of casting

Frequency: 24 hours
Duration: 24 hours

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an extra 3 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Material Component: A drop of oil and a small piece of flint.

Flame Blade

Nature, Evocation [Fire]
Level: 3
Components: V, S
Action: Swift
Range: Personal
Target: You
Frequency: Unlimited
Duration: Encounter

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar except that you target the creature's Reflex defense instead of Armor Class. The blade deals fire damage instead of weapon damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Flame Strike

Divine/Nature, Evocation [Fire]
Level: 8
Components: V, S
Action: Standard
Range: Medium (10 squares)
Target: Cube 3
Frequency: Encounter
Duration: Instantaneous
Defense: Reflex half

A flame strike produces a vertical column of divine fire roaring downward. The spell deals 2d6+6 points of damage on a hit and half damage on a miss. Divine fire is not reduced by resistance to fire-based attacks.

Enhancements:

Level 10: The flame strike deals 2d6+12 points of divine fire damage on a hit.

Level 12: The flame strike deals 2d6+18 points of divine fire damage on a hit.

Level 14: The flame strike deals 2d6+25 points of divine fire damage on a hit.

Level 16: The flame strike deals 2d6+30 points of divine fire damage on a hit.

Flaming Sphere

Arcane/Nature, Evocation [Fire]

Level: 4

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: Cube 1

Frequency: Encounter

Duration: Encounter

Defense: Reflex

A burning globe of fire appears in the area you designate. Any creature that occupies that square is automatically attacked and takes 2d6 points of fire damage on a hit.

As a swift action, you can move the sphere up to 6 squares and repeat the attack against a creature that occupies the sphere's new square. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the area as a torch would.

The sphere can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles.

Enhancements:

Level 6: The sphere deals 2d6+3 points of fire damage on a hit.

Level 8: The sphere deals 3d6+3 points of fire damage on a hit.

Level 10: The sphere deals 3d6+6 points of fire damage on a hit.

Level 12: The sphere deals 4d6+6 points of fire damage on a hit.

Flare

Arcane/Divine/Nature, Evocation [Light]

Level: 1

Components: V

Action: Swift

Range: Close (5 squares)

Target: Cube 1

Frequency: Unlimited

Duration: Instantaneous

Defense: Fortitude

This spell creates a burst of bright light in the area. If the square is occupied by a creature that uses sight, you can attack that creature with the spell. On a hit the creature is **dazzled** until it makes a Fortitude save.

Creatures with darkvision are more aversely affected. On a hit, creatures with darkvision are **dazed** for 1 round. Whether the attack hits or misses, creatures with darkvision are **dazzled** until they make a Fortitude save.

Flesh to Stone

Arcane, Shapechange

Level: 12

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: One creature

Frequency: Encounter

Duration: 1 round; see text

Defense: Fortitude

The subject, along with all its carried gear, turns into a mindless, inert statue. The transformation occurs over a period of 1 round. If the creature is able to make a successful saving throw before the caster's next turn, then the spell is negated.

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

Only creatures made of flesh are affected by this spell.

Material Component: Lime, water, and earth

Fly

Arcane, Amelioration

Level: 6

Components: V, S

Action: Swift

Range: Touch

Target: Willing creature touched

Frequency: Encounter

Duration: Encounter

Focus: A feather

The subject gains a fly speed of 12 squares. Using a *fly* spell for flight requires concentration so the subject can only take move actions and free actions while they are in the air. The subject cannot carry aloft more weight than its medium load.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round until it reaches the ground and lands safely.

Enhancements:

Level 8: You can choose to cast this spell as a ritual. If you do, its duration increases to 24 hours.

Level 12: The spell affects the target creature and all willing creatures adjacent to the target.

Level 14: Subjects of this spell no longer need to fully concentrate to maintain flight via this spell, instead all targets gain the **distracted** condition if they begin their turn airborne.

Level 16: Subjects of this spell can fly and act freely.

Floating Disk

Arcane, Force

Level: 1

Components: V, S, M

Action: Ritual

Range: Close (5 squares)

Frequency: Unlimited; but only one disk may exist at a time

Duration: 24 hours

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold up to 200 pounds of weight. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. The disk winks out of existence when the spell duration expires. The disk also winks out if you move more than 5 squares away from it or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

It floats along horizontally within spell range and will automatically accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it remains adjacent to you.

As a swift action, you can direct the disk to move up to 6 squares. If the disk ends its movement in a square that is not adjacent to you, it remains in that space until you move away from it or direct it to move again.

You or another creature can ride upon the disk. While riding a floating disk, you must always use one hand to hold on or else fall prone in an adjacent square. This means that you can not use a two-handed weapon while on the disk.

Material Component: A drop of mercury.

Fog Cloud

Arcane/Nature, Conjuration

Level: 1

Components: V, S

Action: Standard

Range: 0 squares

Target: Cube 5

Frequency: Encounter

Duration: Encounter

A bank of fog billows out to fill the area. The fog obscures all sight, including darkvision, beyond 5 feet. Creatures standing at the edge of the cloud have **concealment** from those outside of it. Creatures deeper in the cloud always **fully concealed** from those outside of it. If you are in the cloud, creatures adjacent to you are concealed and creatures further away are fully concealed.

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

The spell does not function underwater.

Enhancements:

Level 3: The Range of this spell increases to Medium (10 squares)

Forbiddance

Divine, Abjuration

Level: 9

Components: V, S, F

Action: Ritual

Range: 0 squares

Target: Up to a cube 11

Frequency: Unlimited

Duration: Permanent

Defense: See text

Prerequisite: Caster must have an alignment subtype

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

In addition, it deals 40 points of damage to entering creatures that have an alignment subtype opposed to yours. A creature inside the area takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

At your option, the abjuration can include a password, in which case creatures with opposed alignment subtypes can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

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

Material Component: Rare incenses worth 3000gp.

Forcecage

Arcane, Force

Level: 13

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: Cube 3

Frequency: 24 hours
Duration: 24 hours

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. A saving throw can not be used to escape the cage. Teleportation and other forms of inter-dimensional travel provide a means of escape.

Like a *wall of force* spell, a forcecage resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a sphere of annihilation or a rod of cancellation.

Barred Cage

This version of the spell produces a cage composed of bands of force (similar to a wall of force spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. A creature who is adjacent to the cage can use a standard action to attempt a DC 35 Athletics check to break the cage.

Windowless Cell

This version of the spell produced a cell composed of solid walls of force. A creature who is adjacent to the cage can use a standard action to attempt a DC 30 Athletics check to break the cage.

Enhancements:

Level 15: You can cast this spell as a ritual against a willing or helpless creature. In such case, breaking the cage requires a DC 55 Athletics check.

Forceful Hand

Arcane, Force

Level: 9

Components: V, S

Action: Swift

Range: Medium (10 squares)

Target: Cube 2

Frequency: Unlimited

Duration: Encounter

This spell creates a Large magic hand composed of force that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing **cover** for you against that opponent unless the opponent is adjacent to you. The hand does not provide cover against any other creature's attacks.

Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An interposing hand occupies a 10 foot cube. Other creatures of size small or larger can not enter this space.

The hand is immune to physical damage and damage from most spells. However, a *disintegrate* spell, *dispel magic*, or any spell that deals force damage immediately dispels the hand.

As a swift action, you can change the hand's target to any other creature within range. Upon doing so, the hand immediately moves to a new location within range that you specify.

Any creature of size Large or smaller can push the hand 2 squares with a move action. The movement of larger creatures is not impeded by the hand.

Enhancements:

Level 11: Once per round, including the round that you cast the spell, you can use a swift action to command the hand to push its target. Make spellcasting attack versus the target's Fortitude defense. On a success, the target is pushed one square away from you. The hand always moves with the opponent when pushing in this way.

Level 14: Once per round, including the round in which you cast the spell, you can use a swift action to command the hand to **grab** an opponent. If the opponent is already grabbed by the hand, you can command the hand to attempt to **grapple** the opponent instead. If the opponent is already grappled by the hand, you can command the hand to **pin** the opponent instead. In all cases, use your spellcasting attack rather than Athletics against the target's Fortitude defense. On a success, the creature is grabbed, grappled or pinned as appropriate. For the purposes of preventing a creature from escaping, the Reflex and Fortitude defenses of the hand are equal to your Will defense. Saving throws are insufficient to escape from a grapple. Pushing the target does not release it from a grab, grapple or pin.

Level 16: Each time the hand grabs, grapples or pins an opponent it deals 1d8+10 points of damage. If a creature is pinned by the hand, you can use a swift action to make spellcasting attack versus the creature's Fortitude defense. On a success, the creature takes 1d8+10 points of damage and is **stunned** for 1 round.

Level 18: Each time the hand deals damage, it deals 2d8+30 points of damage instead of 1d8+10.

Foresight

Arcane/Nature, Divination

Level: 17

Components: V, S

Action: Ritual

Range: Touch

Target: One willing creature

Frequency: 24 hours

Duration: 24 hours

This spell grants the subject a powerful sixth sense. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. In combat, the subject automatically receives 3 tokens of his or her choice at the beginning of each turn of any encounter.

Material Component: A hummingbird's feather

Fox's Cunning

Divine/Nature, Shapechange

Level: 4

Components: V, S

Action: Swift

Range: Touch

Target: Willing creature touched

Frequency: Encounter

Duration: Instantaneous

The transmuted creature becomes smarter and its memory improves dramatically. The spell grants the target 4 insight tokens and +5 magic bonus on Intelligence-based skill and ability checks.

Enhancements:

Level 12: This spell affects everyone within a cube 5 centered on you.

Freedom

Arcane, Metamagic

Level: 17

Components: V

Action: Swift

Range: Long (20 squares)

Target: All willing creatures in range selected by the caster

Frequency: Unlimited

Duration: Instantaneous

The subjects are freed from any and all spells or effects that restrict their movement, including *binding*, *entangle*, **grappling**, **paralysis**, **petrification**, **pinning**, *sleep*, *slow*, **stunning**, *temporal stasis*, and *web*.

This spell can also free a creature from an *imprisonment* or *maze*, you must know the creature's name and background, and you must cast this spell within range of the spot where it was entombed or banished into the maze.

Freedom of Movement

Arcane/Divine/Nature, Metamagic

Level: 8

Components: V

Action: Swift

Range: Close (5 squares)

Target: One willing creature

Frequency: Unlimited

Duration: 1 round

This spell enables the subject to move and attack normally for the duration of the spell when under the influence of magic such as that impedes movement such as *solid fog*, *slow*, and *web*. This spell also enables the subject to automatically succeed on saving throws versus the following conditions: **checked, entangled, immobilized, paralyzed** and **slowed**. The subject automatically succeeds on Acrobatics checks made to escape a grab, grapple or a pin. At the end of the spell's duration, any hindering effects that can still affect the creature reassert themselves.

Enhancements:

Level 9: You can cast this spell as a ritual to allow allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces. Even hurled or ranged weapons function normally. When cast this way, the *freedom of movement* spell has a duration of 24 hours but it does not aid the creature against other effects that hinder movement. This spell does not allow water breathing.

Level 12: This spell affects all willing allies in range including the caster.

Freezing Sphere

Arcane, Evocation [Cold]

Level: 11

Components: V, S, F

Action: Standard

Range: Long (20 squares)

Target: Cube 5

Frequency: Encounter

Duration: Instantaneous

Defense: Reflex half

Focus: A small crystal sphere.

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to fill the area you select. All creatures in the area are affected by the spell. On a hit, a creature takes 2d8+20 points of cold damage (or half damage on a miss).

If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid in the entire area. Creatures that were swimming in the water become trapped in the ice in addition to taking damage. Attempting to break free is a move action and requires a DC 30 Athletics check to succeed.

If you are within the area of this spell when it is cast, you take no damage from it (though you can still become caught in ice if you are swimming).

Enhancements:

Level 13: The spell deals 3d8+25 points of cold damage on a hit.

Level 15: The spell deals 4d8+30 points of cold damage on a hit.

Level 17: The spell deals 4d8+40 points of cold damage on a hit.

Gaseous Form

Arcane, Shapechange

Level: 5

Components: S

Action: Swift

Range: Touch

Target: Willing corporeal creature touched

Frequency: Unlimited

Duration: Concentration up to 1 hour

The subject and all its gear become assume gaseous form (see the Gaseous Form special ability in Chapter 7: Adventuring). While the spell is active, the creature's Armor Class and Reflex defenses become 10 but it does gain damage reduction 10/magic and can fly at a speed of 2 squares.

If the target creature dies while in gaseous form it immediately returns to corporeal form.

Material Component: A wisp of smoke or mist.

Enhancements:

Level 7: Your fly speed while in gaseous form becomes equal to your base speed.

Level 9: You retain your normal Armor Class and Reflex defenses while in gaseous form

Gate

Arcane/Divine, Teleportation

Level: 17

Components: V, S, F

Action: Ritual

Range: Medium (10 squares)

Frequency: 24 hours

Duration: Instantaneous or Concentration; see text

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

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

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

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

Planar Travel

As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the gate

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

You may hold the gate open for a maximum of 2 minutes, and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures

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

If you choose to call a kind of creature instead of a known individual you may call either a single creature or several creatures. The total level of the called creatures can not exceed your level. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

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

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

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

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

Geas

Arcane/Divine, Compulsion [Language-Dependent, Mind-Affecting]

Level: 7

Components: V

Action: Ritual

Range: Close (5 squares)

Target: One living creature; see text

Frequency: 24 hours

Duration: 1 week or until discharged
Defense: Will

A *geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be level 7 or lower and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. Since casting the *geas* takes several minutes, the creature often must be restrained or tricked into remaining within range while you cast the spell.

The geased creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of 1 week. A clever recipient can subvert some instructions:

Each day that the subject is prevented from obeying the *geas* for 24 hours it takes 2 points of ability damage to each ability score. This damage can not be healed by any means until the *geas* is lifted or 24 hours after the subject resumes obeying the *geas*.

A *geas* can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *geas*.

Enhancement:

Level 11: This spell affects creatures of any level and automatically hits the creature's Will defense. *Remove curse* and *break enchantment* are no longer sufficient to end the *geas*.

Gentle Repose

Arcane/Divine, Necromancy

Level: 1

Components: V, S, M

Action: Ritual

Range: Touch

Target: Corpse touched

Frequency: Unlimited

Duration: 5 years

You preserve the remains of a dead creature so that they do not decay. Doing so extends the time limit on raising that creature from the dead (see *ressurrection* and *breath of life*). Additionally, this spell makes transporting a fallen comrade more pleasant. A corpse that has been treated with a *gentle repose* spell can never be animated as an undead creature, even after spell has expired.

The spell also works on severed body parts and the like.

Material Component: A pinch of salt

Ghost Sound

Arcane, Illusion

Level: 1

Components: V, S, M

Action: Ritual

Range: Close (5 squares)

Target: One willing creature

Frequency: Unlimited; but only one creature may be ensorceled at a time

Duration: 24 hours

Ghost sound allows the target to create false sounds at will. Doing so is a swift action that is purely mental. You can make a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

You can use *ghost sound* to enhance the effectiveness of otherwise silent illusions.

You can not produce a sound that is loud enough to be painful. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit.

If the sounds persists for more than a few seconds, you must spend a swift action each round to maintain it.

Material Component: A bit of wool or a small lump of wax.

Ghoul Touch

Arcane, Necromancy

Level: 6

Components: V, S

Action: Standard or Swift; see text

Range: Touch

Target: Living humanoid touched

Frequency: Unlimited

Duration: Encounter

Defense: Fortitude

Imbuing you with negative energy, this spell allows you to **paralyze** a single living humanoid.

As long as the spell is active, you can use a swift action to make a spellcasting attack against all living foes who are adjacent to a creature who has been paralyzed by your spell. On a hit, these creatures become **sickened**. If a foe moves adjacent to the paralyzed target when it is not your turn, you can perform this attack as an immediate action.

Material Component: a pinch of earth from a ghouls' lair

Enhancements:

Level 8: The range of this spell becomes Close (5 squares).

Level 10: Both the primary and secondary attack paralyzes foes on a hit and sickens on a miss.

Giant Vermin

Nature, Shapechange

Level: 7

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One vermin

Frequency: Encounter

Duration: Encounter

You turn a normal vermin creature into a larger, monstrous form. For example, you could turn a spider into a monstrous spider. The creature you create must be of level 6 or less.

The creature affected by this spell follows very simple commands spoken by you. Commanding the creature is a swift action. A command must be something that the creature can execute as a single swift action, move action or standard action.

Giving the creature contradictory or impossible commands breaks the spell.

Enhancements:

You can enhance this spell at any level. When you do so, the maximum level of any vermin created equals the spell's level minus 1.

Glibness

Arcane, Amelioration

Level: 3

Components: V

Action: Swift

Range: Personal

Target: You

Frequency: 24 hours

Duration: 1 hour

Prerequisite: 3 ranks in the Perform skill

Your speech becomes fluent and more believable. You gain a +5 magic bonus on Bluff checks for the duration of this spell.

Unlike most spells, casting this spell can be hidden with a successful Bluff check vs. passive Sense Motive. When hiding the spell in this manner you may use the bonus provided by this spell to make your check.

Glibness cancels any magical effect is used against you that would detect your lies or force you to speak the truth.

Enhancements:

Level 8: The bonus to Bluff checks becomes +10.

Level 13: The bonus to Bluff checks becomes +15.

Glitterdust

Arcane, Conjunction

Level: 4

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Cube 3

Frequency: Encounter

Duration: Encounter

Defense: Will; see text

A cloud of golden particles covers everyone and everything in the area. Creatures who are hit by the spell become **blind**.

Regardless of whether the spell hits or misses, all creatures in the area suffer a -40 penalty on Hide checks. **Invisible** creatures covered in the dust become visible. A saving throw does not negate this effect but it does end the blindness.

Material Component: Ground mica.

Globe of Invulnerability

Arcane, Abjuration

Level: 7

Components: V, S

Action: Swift

Range: Personal

Target: You

Frequency: Encounter

Duration: Encounter; see text

An immobile, faintly shimmering magical sphere surrounds you. The sphere has the ability to block spell effects of 3rd level or lower. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, any type of spell can be cast through or out of the magical globe.

You must spend an insight token each time the globe blocks a spell or else the spell penetrates the globe.

Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell or similar. You can leave and return to the globe without penalty.

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

Enhancements:

You can enhance this spell at any level. If you do so, the highest level spell it can block is equal to the spell's level minus 4. The globe always remains vulnerable to spells that can cancel or dispel it.

Glyph of Warding

Divine, Secrecy

Level: 5

Components: V, S, M

Action: Ritual

Range: Touch

Target: Object touched or up to 25 square feet

Frequency: Unlimited

Duration: Permanent until discharged

Defense: See text

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

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

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Detecting a glyph requires a DC 28 passive Perception or Search check.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, *nondetection* and similar magical effects can fool a glyph, though nonmagical disguises and the like can't.

You can identify a glyph of warding with a DC 13 Spellcraft check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

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

Blast Glyph

A blast glyph deals 2d8+10 damage to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire or electricity (caster's choice, made at time of casting). In this case, the spell target's the creature's Reflex defense and deals half damage on a miss.

Spell Glyph

You can store any harmful spell of 5th level or lower that you know. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack.

Material Component: Powdered diamond worth at least 200 gp.

Enhancements:

Level 8: A blast glyph deals up to 3d8+12 points of damage, and a spell glyph can store a spell of 8th level or lower.

Level 11: A blast glyph deals up to 3d10+17 points of damage, and a spell glyph can store a spell of 11th level or lower.

Level 14: A blast glyph deals up to 3d10+27 points of damage, and a spell glyph can store a spell of 14th level or lower.

Level 17: A blast glyph deals up to 3d10+40 points of damage, and a spell glyph can store a spell of 17th level or lower.

Goodberry

Nature, Transmutation

Level: 1

Components: V, S

Action: Ritual

Range: Touch

Target: up to 10 fresh berries

Frequency: 24 hours

Duration: 24 hours

Casting goodberry upon freshly picked berries makes them magical. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten. Drawing and eating a berry is a swift action.

Enhancements:

You can enhance this spell at any level. The amount of damage healed by the berry becomes equal to the spell's new level.

Good Hope

Divine, Enchantment

Level: 7

Components: V, S

Action: Swift

Range: Close (5 squares)

Target: Cube 5

Frequency: Encounter
Duration: Instantaneous
Defense: Will

This spell instills powerful hope in all allies within the area of effect. All affected creatures gain 2 tokens of each type.

Enhancements:

Level 13: This spell grants 3 tokens of each type.

Grease

Arcane, Conjuration

Level: 2

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Target: Cube 2, one creature or one object

Frequency: Unlimited

Duration: Instantaneous

Defense: Reflex

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast is targeted by the spell. On a hit, the creature falls **prone**. The greased area counts as difficult terrain for the remainder of the encounter. Furthermore, any creature that begins its turn standing in the area automatically gains the **unbalanced** condition.

Additionally, you can cast this spell as an immediate action upon a creature to grant it a +10 circumstance bonus on a check made to escape a grab, grapple or pin.

Finally, the spell can be used to create a greasy coating on an item that is currently held by another creature. On a hit, the creature drops the item.

Material Component: A bit of pork rind or butter.

Guards and Wards

Arcane, Secrecy

Level: 11

Components: V, S, M, F

Action: Ritual

Range: See text

Frequency: Unlimited, but only one area may be protected at the same time

Duration: 24 hours

Defense: See text

Prerequisite: Ability to cast *fog cloud*, *arcane lock*, *web*, *confusion* and *image*

This powerful spell is primarily used to defend your stronghold. The ward protects up to 3000 square

feet. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

- A *fog cloud* spell fills all corridors. If dissipated by wind, the fog cloud reforms in 10 minutes.
- All doors in the warded area are *arcane locked* as per the spell.
- A *web* spell fills all stairs from top to bottom. If the webs are damaged or removed, they regrow in 10 minutes.
- Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.
- If you are able to cast *image*, then up to 12 of the doors (caster's choice) are covered by an *image* to appear as if they were a plain wall. If the false wall is interacted with, the illusion is automatically discovered.

In addition, you can place your choice any of the following five magical effects provided you have the ability to cast the associated spell. In cases where the intruder's defenses must be successfully targeted, the defense is listed.

- *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts.
- *A magic mouth* in two places.
- *A stinking cloud* in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind. Defense: Fortitude.
- *A gust of wind* in one corridor or room. Defense: Fortitude.
- *A suggestion* in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. Defense: Will.

Material Components: brimstone, oil, and blood.

Focus: A small silver rod.

Guidance

Divine/Nature, Divination

Level: 1

Components: V, S

Action: Swift

Range: Touch

Target: Willing creature touched

Frequency: Unlimited, but only one *guidance* may be active on the same creature at once

Duration: Encounter

This spell imbues the subject with a touch of divine guidance. At any time during the encounter, the creature may apply tokens retroactively to an attack roll on a one-for-one basis. The spell expires immediately when the *guidance* has been used.

Enhancements:

Level 3: The range of this spell becomes Close (5 squares).

Level 7: This spell can affect up to two willing creatures within range.
Level 10: The target of this spell becomes willing allies in a Cube 5.

Gust of Wind

Arcane/Nature, Force [Air]
Level: 3
Components: V, S
Action: Standard
Target: Line 12
Frequency: Unlimited
Duration: 1 round
Defense: Fortitude

This spell creates a severe blast of air that affects all creatures in its path.

On a hit, a creature is blown back 5 squares and is knocked **prone**. The spell's area of effect is treated as difficult terrain for the duration of the spell.

In addition, a gust of wind can do anything that a sudden blast of wind would be expected to do. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. Ranged attacks directed into the gust of wind automatically fail. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Enhancements:

Level 5: The spell's duration becomes Encounter.

Hallow

Divine/Nature, Hallowed [Good]
Level: 9
Components: V, S, M
Action: Ritual
Range: Touch
Target: See text
Frequency: 1 month
Duration: Instantaneous; see text
Prerequisite: Caster must not have the Evil subtype

Hallow makes a particular site, building, or structure a holy site. Casting this spell takes 24 hours. The spell has these major effects.

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

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

Finally, you may choose to fix a single spell effect to the hallowed site. The spell effect lasts for one

year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again. A *dispel magic* (or similar effect) can remove the spell effect but not the *hallow* itself.

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

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

Material Component: Herbs, oils, and incense worth at least 4,000 gp.

Hallucinatory Terrain

Arcane, Illusion

Level: 7

Components: V, S

Action: Ritual

Range: Long (20 squares)

Target: All squares within range

Frequency: Unlimited; but only one spell may be active at a time

Duration: 24 hours

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Enhancements:

Level 9: You can alter the appearance of structures or add them where none are present. The spell still can't disguise, conceal, or add creatures though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location.

Level 11: At the time of casting, you can select creatures within in range whom you wish to not see the illusion. Instead, these creatures see a faint outline of the illusory elements but it does not impede their perception of reality.

Halt Undead

Arcane, Necromancy

Level: 3

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Cube 3

Frequency: Encounter

Duration: Encounter
Defense: Will; see text

This spell **paralyzes** undead creatures in the area. The spell automatically affects nonintelligent undead creatures and such creatures are not entitled to a saving throw. The caster must overcome the Will defense of intelligent undead creatures to affect them and such creatures may make saving throws as normal. The effect is broken if the halted creatures are attacked or take damage.

Material Component: A pinch of sulfur and powdered garlic.

Harm

Divine, Curse
Level: 12
Components: V, S
Action: Standard
Range: Touch
Target: Creature touched
Frequency: Encounter
Duration: Instantaneous
Defense: Will half; see text

Harm charges a subject with negative energy that deals 50 points of damage on a hit. On a miss, harm deals half this amount. Harm can not reduce the target's hit points to less than 1.

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

Enhancements:

Level 15: The spell deals 70 points of damage on a hit.

Haste

Arcane, Amelioration
Level: 6
Components: V, S
Action: Swift
Range: Close (5 squares)
Target: Cube 3
Frequency: Encounter
Duration: 1 round

This spell affects all allies in the area (including you if you are in the area). The transmuted creatures move and act more quickly than normal. This extra speed has several effects:

- The creature gains 2 speed tokens.
- Once per round while the spell is in effect, the creature can spend a speed token to gain 1 additional swift action that round.
- All of the creature's modes of movement (including land movement, burrow, climb, fly, and

swim) increase by 3 squares.

Haste automatically dispels the *slow* spell.

Enhancements:

Level 9: The duration of the spell increases to Encounter. All subjects gain 4 speed tokens when the spell is cast instead of 2.

Heal

Divine, Healing

Level: 12

Components: V, S

Action: Standard

Range: Touch

Target: Creature touched

Frequency: Encounter

Duration: Instantaneous

Defense: Will

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: **ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned.** *Heal* also cures 50 points of damage.

Heal does not remove negative levels.

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

Enhancements:

Level 15: The spell heals 70 points of damage.

Level 18: The spell heals 100 points of damage. The spell's range changes to Close (5 squares) and it affects all allies, including you, in a Cube 3.

Heal Companion

Divine/Nature, Healing

Level: 8

Components: V, S

Action: Standard

Range: Touch

Target: See text

Frequency: 24 hours

Duration: Instantaneous

Prerequisite: Caster must have the Animal Companion or Divine Mount feat

This spell has the same effects as *heal*, but it affects only your animal companion or divine mount. See the Animal Companion and Divine Mount feats.

Heat Metal

Nature, Transmutation [Fire]

Level: 4

This spell works identically to *chill metal* except that it makes metal objects extremely warm.

Heat metal counters and dispels *chill metal*.

Heightened Senses

Arcane, Detection

Level: 2

Components: V, S

Action: Ritual

Range: Touch

Target: Creature touched

Frequency: Unlimited; but only one spell may be active at a time

Duration: 24 hours

The subject gains a +5 magic bonus to his or her Perception skill for the duration of the spell.

However, offensive spells and effects that use sound or light automatically do maximum damage to the subject.

Helping Hand

Divine, Evocation

Level: 1

Components: V, S

Action: Ritual

Range: 5 miles

Frequency: Unlimited

Duration: 5 hours

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

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

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

how far away she is.

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

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

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

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

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

Heroes' Feast

Divine, Healing

Level: 12

Components: V, S

Action: Ritual

Range: Close (5 squares)

Target: See text

Frequency: 24 hours

Duration: 1 hour

Prerequisites: *cure wounds*, *remove fear*, *bless*

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking wholly of the feast gains the following benefits:

- The creature is cured of all non-supernatural diseases, sickness, and nausea.
- The creature gains 10 temporary hit points that persist until the creature has been injured enough to remove them or 24 hours have elapsed.
- The creature gains the ability to cast *remove fear* once during the next 24 hours.
- Each time the creature rolls initiative in the next 24 hours, it gains 1 additional token of its choice.

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

Heroism

Arcane, Enchantment [Mind-Affecting]

Level: 5
Components: V, S
Action: Swift
Range: Touch
Target: Willing creature touched
Frequency: Encounter
Duration: Encounter

This spell imbues a single creature with great bravery and morale in battle. The target gains two tokens of each type. Once during this encounter, the target can take 20 on a skill check or ability check.

Enhancements:

Level 11: The target gains 4 tokens of each type instead of 2.

Hide from Animals

Nature, Secrecy

Level: 1
Components: S
Action: Swift
Range: Touch
Targets: You and all willing adjacent allies
Frequency: Unlimited
Duration: Encounter

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, this spell ends for all recipients.

Enhancements:

Level 3: This spell is also effective against vermin.

Level 5: This spell is also effective against magical beasts.

Hide from Undead

Divine, Necromancy

Level: 1
Components: V, S
Action: Swift
Range: Touch
Targets: You and all willing adjacent allies
Frequency: Unlimited
Duration: Encounter
Defense: Will

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, lifestense, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. Intelligent undead creatures are only affected if their level is lower than or equal to the level of this spell (see Enhancements). If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature, even with a spell, this spell ends for all recipients.

Enhancements:

This spell can be enhanced at any level. Doing so raises the highest level of intelligent undead that are affected.

Hideous Laughter

Arcane, Compulsion [Mind-Affecting]

Level: 4

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Target: One creature; see text

Frequency: 24 hours

Duration: Encounter

Defense: Will

Prerequisite: Caster must have at least 4 ranks in the Perform skill

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling **prone**. The subject can take no standard or move actions on a given turn if it was laughing when its turn began. A laughing creature is not considered helpless.

When casting the spell, the caster tells a joke. As a result, if the subject does not understand the language that the caster uses to cast the spell then the spell has no effect. A creature with an Intelligence score of 2 or lower is never affected by *hideous laughter*.

Optional Rule: If the player whose character is casting the spell tells a joke that causes the DM to laugh, the spell automatically hits.

Material Component: A tiny tarts that are thrown at the target.

Hold

Arcane/Divine, Enchantment [Mind-Affecting]

Level: 4

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: One humanoid creature

Frequency: Encounter

Duration: Encounter
Defense: Will

The subject becomes **paralyzed**.

Enhancements:

Level 9: This spell can affect any living creature, not just humanoids.

Level 11: This spell affects all living humanoids and up to 1 living non-humanoid in a Cube 3.

Level 15: This spell affects all creatures in a Cube 3.

Hold Animal

Nature, Enchantment [Mind-Affecting]

Level: 3

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: One animal

Frequency: Encounter

Duration: Encounter

Defense: Will

The subject becomes **paralyzed**.

Enhancements:

Level 5: The spell can also affect plants and plant creatures.

Level 6: The spell also affects vermin.

Level 8: The spell also affects magical beasts

Level 11: The spell affects all animals, plants, vermin and magical beasts in a Cube 3.

Hold Portal

Arcane, Secrecy

Level: 1

Component: S

Action: Swift

Range: Sight

Target: One portal

Frequency: Unlimited

Duration: 24 hours or until opened

This spell magically holds shut a door, gate, window, shutter, lid or similar object that can be opened or closed. The magic affects the portal just as if it were securely closed and normally locked. Even if the portal has no lock, opening it requires two successive standard actions from the same creature rather than 1 swift action.

A *knock* spell or a *dispel magic* spell can negate a hold portal spell.

Holy Aura

Divine, Abjuration/Hallowed [Good]

Level: 15

Components: V, S

Action: Swift

Range: 0 squares

Target: You and all willing allies within a Cube 11

Frequency: Encounter

Duration: Encounter

Defense: See text

Prerequisite: Caster must have the Good subtype

A brilliant divine radiance surrounds you and your allies, protecting you from attacks, granting you resistance to spells cast by Evil creatures, and causing Evil creatures to become **blinded** when they strike you. This abjuration has these effects:

- Each warded creature gains 8 tokens of its choice.
- Each warded creature automatically succeeds on saving throws versus evil spells and spells cast by creatures with the Evil subtype.
- Each warded creature is immune to possession, *dominate* or *charm* and similar effects made by creatures with the Evil subtype.
- If creature with the Evil subtype succeeds on a melee attack against a warded creature, the offending attacker is **blinded** until it makes a Fortitude save.

Holy Smite

Divine, Hallowed [Good]

Level: 7

Components: V, S

Action: Swift

Range: Medium (10 squares)

Target: Cube 5

Frequency: Encounter

Duration: Instantaneous

Defense: Will

Prerequisite: Caster must have the Good subtype

Only creatures with the Evil subtype are affected by this spell. You draw down holy power to smite your enemies. On a hit, a creature becomes **blinded**. Whether the spell hits or misses, the spell deals 2d8+15 points of damage.

Holy Sword

Divine, Hallowed [Good]

Level: 7

Components: V, S

Action: Swift

Range: Touch

Target: Melee weapon touched

Frequency: Encounter
Duration: Encounter
Prerequisite: Caster must be a Paladin with the Good subtype

This spell allows you to channel holy power into your active melee weapon. If the wielder is adjacent to a foe with the Evil subtype, she can spend a free action to gain 5 power tokens once per round.

Any foe with the Evil subtype that begins its turn adjacent to you may not step away from you as long as you are conscious and wielding the weapon. However, such a creature can still use inter-dimensional travel (e.g., *teleport*) to move to a non-adjacent square.

Holy Word

Divine, Hallowed
Level: 14
Components: V
Action: Standard
Range: Close (5 squares)
Target: One extraplanar creature
Frequency: 24 hours
Duration: Instantaneous
Defense: Will
Prerequisite: *Banishment*; Caster must have the Good subtype

All creatures with the Evil subtype that are within the area of a *holy word* spell are affected. If you hit a target who is higher level than you it becomes **immobilized** and **dazed**. If you hit a target whose level is equal to or lower than yours, it becomes **stunned**. On a miss, a target whose level is equal to or lower than yours is still **dazed** and **immobilized**.

Furthermore, if you are on your home plane when you cast this spell, any creature with the Evil subtype that is within the area of the *holy word* spell is affected as if by a *holy word* spell cast by you.

Horrid Wilting

Arcane, Curse
Level: 16
Components: V, S, M
Action: Standard
Range: Long (20 squares)
Target: Cube 5
Frequency: Encounter
Duration: Instantaneous
Defense: Fortitude

This spell evaporates moisture from the body of each living creature in the area. On a hit, the spell deals 2d8+40 points of damage. On a miss, the spell deals half damage. This spell automatically hits plant creatures, water elementals, creatures with the aquatic subtype and other creatures that are

strongly dependent on water.

Material Component: A bit of sponge.

Enhancements:

Level 18: The spell deals 4d8+60 points of damage on a hit.

Hypnotic Pattern

Arcane, Illusion [Mind-Affecting]

Level: 3

Components: S, M; see text

Action: Standard

Range: Medium (10 squares)

Target: Cube 2

Frequency: Encounter

Duration: Concentration

Defense: Will

Prerequisite: *Hypnotism*

A twisting pattern of subtle, shifting colors weaves through the air, **fascinating** creatures within it. Sightless creatures are not affected. If the view of the pattern is completely blocked, creatures who can't see it are no longer affected.

Most spellcasters need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A crystal rod filled with phosphorescent material.

Enhancements:

Level 5: The target of this spell becomes a cube 5.

Level 7: As a move action you can move the pattern up to 6 squares. All fascinated creatures follow the pattern, trying to stay within the area of effect. If you try to use the pattern to lead its subjects into a dangerous area, the spell ends.

Hypnotism

Arcane, Compulsion [Mind-Affecting]

Level: 1

Components: V, S

Action: Ritual

Range: Close (5 squares)

Target: Cube 3

Frequency: Unlimited

Duration: Encounter

Defense: Will

Your gestures and droning incantation **fascinate** nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated. Creatures of higher level than you are also not affected.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that is successfully attacked by this spell does not remember that you enspelled it and can not make a saving throw against it on its own initiative.

Ice Storm

Arcane/Nature, Evocation [Cold]

Level: 7

Components: V, S

Action: Standard

Range: Long (20 squares)

Target: Cube 4

Frequency: Encounter

Duration: Instantaneous and Encounter; see text

Great magical hailstones pound down on all creatures in the area, automatically dealing 2d6+10 points of bludgeoning damage. For the remainder of the encounter, the area of effect is difficult terrain.

Enhancements:

Level 9: The stones also deal 8 points of cold damage.

Level 11: The stones deal 3d6+10 points of bludgeoning damage and 12 points of cold damage.

Level 13: The stones deal 3d6+15 points of bludgeoning damage and 15 points of cold damage.

Level 15: The stones deal 4d6+15 points of bludgeoning damage and 20 points of cold damage.

Identify

Arcane, Divination

Level: 1

Components: V, S, M

Action: Ritual

Range: Touch

Target: See text

Frequency: Unlimited

Duration: Instantaneous

Prerequisite: Caster must be trained in Spellcraft

The spell heightens your ability to examine a single object, area or spell with your Spellcraft skill. The results should be determined as if you had rolled a natural 20 on the Spellcraft check.

Material Component: Crushed pearl and wine

Illusory Script

Arcane, Illusion [Mind-Affecting]

Level: 5

Components: V, S, M

Action: Ritual

Range: Touch

Target: One touched object weighing no more than 10 lb.

Frequency: Unlimited

Duration: Permanent

Defense: Will; see text

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

Any unauthorized creature attempting to read the script triggers a delayed attack from the spell. On a miss, the creature can look away with only a mild sense of disorientation. On a hit, the creature is subject to a *suggestion* (as the spell) implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by dispel magic, the illusory script and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

Material Component: A lead-based ink.

Illusory Wall

Arcane, Illusion

Level: 7

Components: V, S

Action: Ritual

Range: Close (5 squares)

Target: Wall 5

Frequency: Unlimited

Duration: Permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

At the time of casting, you can select creatures within in range whom you wish to not see the illusion. Instead, these creatures see a faint outline of the illusory wall but it does not impede their perception of

reality.

Enhancement:

Level 12: You infuse your illusion with shadow. As a result, the surface feels real to any who touch it unless their passive Perception, Spellcraft or Search check meets or exceeds your passive Spellcraft skill.

Image

Arcane, Illusion

Level: 3

Components: S

Action: Standard

Range: Long (20 squares)

Frequency: Unlimited

Duration: See text

Unlike most spells, casting this spell can be hidden with a successful Bluff check vs. passive Sense Motive. This can fool the target as well as any observers.

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect. The image is completely harmless and insubstantial which becomes instantly apparent to anyone who touches it directly or indirectly.

To make the image persist for more than a few seconds, you must spend a swift action each round to maintain it.

Focus: A bit of fleece.

Enhancements:

Level 4: Your illusion can include minor sounds but not understandable speech.

Level 5: Sound, smell, and thermal illusions are included in the spell effect.

Level 7: The Duration of the spell becomes Encounter. You can now create effects with intelligible speech. The image created by the spell follows a script determined by you but does not respond to external stimuli. While the spell is active, you can spend a swift action to alter the script.

Level 8: At the time of casting, you can select creatures within in range whom you wish to not see the illusion. Instead, these creatures see a faint outline of the illusory elements but it does not impede their perception of reality.

Level 9: The Duration of the spell becomes Permanent. You need not spend any action to maintain it. However, if you do not then it remains static or repeats the same series of actions over and over.

Level 11: You can program the image to respond to a specific set of stimuli. Adding or removing a single stimulus-response to the program requires a swift action. You can change the program at any time.

Imbue with Spell Ability

Divine, Hallowed

Level: 8
Components: V, S
Action: Ritual
Range: Touch
Target: Willing creature touched; see text
Frequency: Unlimited
Duration: Permanent until discharged

You transfer one of your spells, and the ability to cast it, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Furthermore, a creature can only have one spell bestowed upon it at a time. Finally, the creature's level must be equal to or greater than the spell's level. For example, you can only transfer a spell of 5th level or lower to a 5th level creature.

When you imbue a spell your subject is still bound by its Frequency restriction. If you imbue a spell that you can not currently cast due to its Frequency restriction, your subject is still bound by that as well as if it had cast the spell when you did.

When the subjects casts the bestowed spell, your spellcasting attack modifier is used to overcome defenses if required.

Once you cast imbue a creature with one of your spells, you cannot cast the spell yourself until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If something happens to you that would prevent you from casting the imbued spell, then the subject also loses this ability.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have human-like hands. To cast a spell with a material component or focus, it must have the materials or focus.

Implosion

Divine, Force
Level: 17
Components: V, S
Action: Standard
Range: Close (5 squares)
Target: One corporeal creature
Frequency: 24 hours
Duration: Concentration
Defense: Fortitude

You create a destructive resonance in a corporeal creature's body causing it to collapse in on itself, killing it. When you cast this spell upon a creature, it deals 2d4 points of Constitution damage. For each round you concentrate, the creature takes an additional 2d4 points of Constitution damage. This effect cannot be dispelled with *dispel magic*. Furthermore, the creature may not make a saving throw to resist this effect.

Imprisonment

Arcane, Secrecy

Level: 17

Components: V, S

Action: Standard

Range: Touch

Target: Creature touched

Frequency: 24 hours

Duration: Instantaneous or 1 round

Defense: Will

When you cast imprisonment and touch a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed. If the subject's level is higher than yours, this spell takes effect over the course of 1 round. If the subject is not **helpless** and able to make a successful saving throw during that time, it negates the spell.

Incendiary Cloud

Arcane, Conjunction, Evocation [Fire]

Level: 13

Components: V, S

Action: Standard

Range: Long (20 squares)

Target: Cube 5

Frequency: Encounter

Duration: Encounter

Defense: Reflex half; see text

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does.

Once per round, starting on the round that you cast this spell, you can use a swift action to cause the embers to flare up dealing 2d6+12 points of fire damage to everything within the cloud (or half damage on a miss). Flammable materials burn if they are within the area.

Once per round you can use a move action to move the cloud up to 12 squares. You can not move the cloud outside of the range of the spell.

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

Enhancements:

Level 15: The embers deal 3d6+15 points of fire damage.

Level 17: The embers deal 4d6+20 points of fire damage.

Inflict Wounds

Divine/Nature, Healing

Level: 1

Components: V, S

Action: Swift

Range: Touch

Target: Creature touched

Frequency: Encounter

Duration: Instantaneous

Defense: Will half

When laying your hand upon a living creature, you channel negative energy that deals 1d8+5 points of damage on a hit. The spell deals half damage on a miss.

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Enhancements:

Level 3: The spell deals 2d8+10 damage on a hit.

Level 5: The spell deals 3d8+15 damage on a hit.

Level 7: The spell deals 4d8+20 damage on a hit.

Level 9: The Range of this spell becomes Close (5 squares) and it affects all the creatures in the area that you wish it to as an area of effect attack. When used in this way, the spell deals 1d8+10 points of damage on a hit.

Level 11: The spell deals 2d8+15 points of damage on a hit for all creatures in the area that you wish it to.

Level 13: The spell deals 3d8+20 points of damage on a hit for all creatures in the area that you wish it to.

Level 15: The spell deals 4d8+25 points of damage on a hit for all creatures in the area that you wish it to.

Insanity

Arcane, Enchantment [Mind-Affecting]

Level: 13

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: One living creature

Frequency: Encounter

Duration: Instantaneous

Defense: Will

While in combat, the affected creature is continuously **confused**. Outside of the combat the creature exhibits irrational behavior. The details of this insanity vary from individual to individual. Some types

of insanity are listed below:

- Dipsomania – the creature is continuously thirsty and particularly craves alcoholic beverages
- Kleptomania – the creature has an uncontrollable urge to steal small, usually invaluable items at every opportunity
- Schizoid – the creature completely loses its personality and attempts to compensate by mimicing the persona of another creature
- Pathological Liar – the creature has an uncontrollable urge to lie at every opportunity
- Monomania – the creature becomes obsessed with a particular topic or task and can not talk about or act on any other topic or task for more than a minute or so
- Dementia Praecox – the creature is consumed by an unbreakable apathy
- Melancholia – the creature is perpetually morose and negative
- Megalomania – the creature considers itself invincible and all important
- Delusional Insanity – the creature is convinced it is someone else and refuses to believe evidence to the contrary
- Schizophrenia – the creature develops a second personalty and switches between the two at odd intervals
- Mania – the creature is possessed by unquenchable energy, rarely sleeps and takes unnecessary risks
- Lunacy – the creature's moods vary with the phase of the moon. It might experience Dementai Praecox during the new moon and becomes increasing homicidal as the full moon approaches
- Paranoia – the creature believes that it is in constant danger and that everyone around it is an antagonist
- Manic-Depressive – the creature switches between Mania and Melancholia every few weeks
- Hallucinatory Insanity – the creature regularly experiences audio and/or visual hallucinations
- Sado-Masochism – the creature alternates between a deep desire to cause pain and a deep desire to be in pain
- Homicidal Mania – the creature is obsessed with killing other creatures and engages in that activity at every opportunity as long as it can do so with out great risk to itself
- Hebrephrenia – the creatures behavior becomes extremely childlike
- Suicidal Mania – the creature becomes obsessed with death and feels a slow, but steadily growing urge to end its own life
- Catatonia – the creature ceases to react to most stimuli and merely sits or lies quietly at all times. It can be roused by strong stimuli or danger (e.g., combat).

Since it has no duration, a saving throw can not be used to remove this effect. *Remove curse* does not remove insanity. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Instant Summons

Arcane, Teleportation

Level: 13

Components: V, S, F

Action: Ritual

Range: See text

Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less

Frequency: Unlimited

Duration: Permanent until discharged

Focus: The item to be summoned
Prerequisite: The caster must be able to cast *arcane mark*

You call some nonliving item from virtually any location directly to your hand.

First, you must place your *arcane mark* on the item. Then you cast this spell. Thereafter, you can summon the item to your hand as a swift action which also ends the spell. The item can even be summoned from another plane.

If the item is in the possession of another creature, the spell fails. Instead, you become aware of who the possessor is and roughly where that creature is located. Any effect that blocks divination spells also blocks this effect.

Invisibility

Arcane, Illusion
Level: 4
Components: V, S
Action: Swift
Range: Touch
Target: One willing creature
Frequency: Unlimited
Duration: Concentration

The creature or object touched becomes **invisible**, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. The spell ends when the subject takes any action other than a move action or a free action.

Items dropped or put down by an invisible creature become visible; items picked up disappear. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

Enhancements:

Level 7: The subject of the spell can use swift and immediate actions without ending the spell. However, such actions automatically reveal the subject's location.

Level 10: When you cast this spell upon yourself, you can take standard actions or use opportunity attacks without ending the spell. However, such actions automatically reveal your location.

Level 13: The Range of the spell becomes Close (5 squares). The Target of the spell becomes a cube 3 and affects all willing allies (including the caster) who are in the area. You still must cast this spell solely upon yourself to avoid ending the spell when taking a standard or opportunity action.

Invisibility Purge

Divine, Evocation

Level: 6

Components: V, S

Action: Standard

Range: Personal

Target: You

Frequency: Unlimited

Duration: Encounter

Anything invisible becomes visible when within 5 squares of you.

Enhancements:

Level 9: Anything invisible becomes visible when within 10 squares of you.

Level 12: Anything invisible becomes visible when within 20 squares of you.

Invisibility Sphere

Arcane, Illusion

Level: 6

Components: V, S

Action: Ritual

Range: Personal

Target: You

Frequency: 24 hours

Duration: Concentration; up to 1 hour

Prerequisite: Caster must be trained in Stealth and Bluff

You and all creatures that are adjacent to you become **invisible** for the duration of the spell. Those affected by this spell can see each other and themselves as if unaffected by the spell. If a subject of this spell takes any action other than a move action or a free action, it becomes visible. Furthermore, any subject that ceases to be adjacent to the caster, immediately becomes visible.

Iron Body

Arcane, Shapechange

Level: 15

Components: V, S

Action: Swift

Range: Personal

Target: You

Frequency: Encounter

Duration: Encounter

This spell transforms your body into living iron, which grants you several powerful resistances and abilities:

- You gain 50 temporary hit points.

- You are immune to **blindness**, critical hits, ability score damage, **deafness**, disease, drowning, electricity, poison, **stunning**, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect.
- You take only half damage from acid and fire of all kinds.
- You gain 12 power tokens, but immediately lose all speed tokens and can not gain speed tokens while this spell in effect.
- Your speed is reduced to half normal.
- You can not fly or swim.
- You are unable to cast spells.
- You can not perform any action that require respiration or consuming food.
- Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters).
- Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

Ironwood

Nature, Transmutation

Level: 11

Components: V, S

Action: Ritual

Range: Touch

Target: A wooden object weighing 100 lbs or less

Frequency: 1 month

Duration: Permanent

You transform the target object into ironwood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect ironwood, although ironwood does not burn. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids.

Irresistible Dance

Arcane, Compulsion [Mind-Affecting]

Level: 15

Components: V

Action: Standard

Range: Close (5 squares)

Target: One creature

Frequency: Encounter

Duration: Encounter

Prerequisite: Caster must be trained in the Perform skill

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for most subjects to do anything other than caper and

prance in place. A creature who is of higher level than you do can still take one swift action per turn. The creature is also unable to use tokens for the duration of the spell.

Jump

Arcane/Nature, Amelioration

Level: 1
Components: V, S, M
Action: Ritual
Range: Touch
Target: Creature touched
Frequency: Unlimited
Duration: 24 hours

Once during the duration of the spell, the subject receives a +20 magic bonus on Athletics checks when jumping.

Material Component: A grasshopper's hind leg

Keen Edge

Arcane, Transmutation

Level: 5
Components: V, S
Action: Ritual
Range: Close (5 squares)
Target: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting
Frequency: Unlimited; but only one spell may be active at one time
Duration: 24 hours

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation increases the critical hit range of a weapon by one. For example, a critical hit range of 20 becomes 19-20, a threat range of 19-20 becomes 18-20, etc. The spell can be cast only on piercing or slashing weapons.

Knock

Arcane, Transmutation

Level: 1
Components: S
Action: Swift
Range: Medium (10 squares)
Target: One object
Frequency: Unlimited
Duration: Instantaneous; see text

The *knock* spell opens things that are closed. It can open stuck, barred or held doors. It opens boxes, drawers, compartments or chests. It raises portcullises. It opens gates and portals. It opens shutters, windows and lids. It even loosens welds, ropes, or chains (provided they serve to hold closures shut). It can not, however, open something that has been locked. It can be used to suspend the functioning of an *arcane lock* spell for the duration of an encounter. In all other cases, the opened object does not reshut itself or become stuck again on its own.

Know Direction

Arcane/Nature, Divination
Level: 1
Components: V, S
Action: Swift
Range: Personal
Target: You
Frequency: Unlimited
Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which “north” exists, so it may not work in extraplanar settings. If you can cast this spell, you automatically succeed on skill checks to avoid getting lost. You can also pinpoint your current your location on any may.

Casting this spell also removes the **confused** condition provided it could be removed with a successful saving throw.

Legend Lore

Arcane, Divination
Level: 10
Components: V, S, M, F
Action: Ritual
Range: Personal
Target: You
Frequency: 24 hours
Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If it is a thing, it must be at hand. If it is a person, you must be at a location that is (or was) meaningful to that person. If it is a place you must be at the place in question.

When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain limited information or possibly no information at all. As a rule of thumb, characters who are 11th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component: Incense worth at least 250 gp.

Enhancements:

Level 12: In addition to the normal effects, this spell creates an illusion that is an accurate recreation of some event from the past that is associated with the person, place or thing. You and anyone who is with you can see the illusory event. The event that is depicted is not under your control and may or may not be relevant to your current quest. If the depicted event did not take place at your current location then it persists for only a few seconds. Otherwise, it persists for up to a full minute.

Levitate

Arcane, Amelioration

Level: 3

Components: V, S, F

Action: Standard

Range: Close (5 squares)

Target: One willing creature or object weighing less than 500 lbs.

Frequency: Unlimited

Duration: Encounter

Focus: A loop of golden wire

Levitate allows you to move a willing creature or an object up and down as you wish. An object must be unattended or possessed by a willing creature.

When you first cast this spell, the subject moves up to 4 squares upward. While the spell is in effect and the subject is visible, you can spend a swift action to move the subject up to 4 squares up or down. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature must spend a speed token to attack with a weapon or cast a spell.

Light

Arcane/Divine/Nature, Evocation [Light]

Level: 1

Components: V

Action: Swift

Range: Touch

Target: One object

Frequency: Encounter

Duration: 1 hour

This spell causes an object to provide bright illumination (see Vision and Light in Chapter 8: Adventuring). The extent of the light is determined by the DM but is usually sufficient to affect all creatures in the area.

If *light* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Enhancements:

Greater Light - Level 5: The duration of this spell increases to 24 hours. If you wish, you may attune the spell so that only creatures in the area of effect at the time of casting can see the light. To other creatures, the area appears as if the spell had not been cast.

Daylight - Level 9: This spell can be used to create an area of intensely bright light which targets the Fortitude defense of all enemies who can see it. On a hit, a creature becomes **blind** for 1 round. Undead creatures who are blinded by this spell also become **frightened** of the light source until they succeed on a Will save.

Sunbeam - Level 13: The duration of the blindness caused by this spell is no longer limited to one round, though creatures can still remove the blindness with a successful saving throw. Once per round, as a swift action, you can create a beam of intense light that targets the Reflex defense of a single creature within the area of effect of the spell. On a hit, you deal 2d6+10 damage. The duration of this spell increases to 1 week but the light beams are only available until the end of the encounter.

Sunburst - Level 17: All creatures blinded by this spell also take 2d6+20 damage. Undead creatures who are blinded by this spell become **panicked** instead of frightened. Light beams you create with this spell deal 2d6+20 damage. The duration of this spell is 1 year.

Lightning Bolt

Arcane, Evocation [Electricity]

Level: 6

Components: V, S, M

Action: Standard

Target: Line 10

Frequency: Encounter

Duration: Instantaneous

Defense: Reflex

You release a powerful stroke of electrical energy that affects all creatures in the area. It deals 2d6+6 points of electricity damage on a hit and half damage on a miss.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component: A bit of fur and a crystal rod

Enhancements:

Level 8: The lightning bolt deals 2d6+12 points of electricity damage on a hit.

Level 10: The lightning bolt deals 2d6+18 points of electricity damage on a hit.

Level 12: The lightning bolt deals 2d6+25 points of electricity damage on a hit.

Level 14: The lightning bolt deals 2d6+30 points of electricity damage on a hit.

Level 16: The lightning bolt deals 2d6+40 points of electricity damage on a hit.

Limited Wish

Arcane

Level: 14
Components: V, S
Action: Standard
Range: See text
Target: See text
Frequency: Encounter
Duration: See text
Defense: See text

A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things.

- Duplicate any sorcerer/wizard spell of 12th level or lower that falls within your areas of mastery.
- Duplicate any other spell of 8th level or lower regardless of your type, subtype and areas of mastery.
- Undo the harmful effects of many spells, such as *geas* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or automatically failing its next saving throw.

If you use limited wish to duplicate a spell, you are subject to the restrictions of that spell in terms of Range, Target, Duration and Defense.

Liveoak

Nature, Transmutation

Level: 11
Components: V, S
Action: Ritual
Range: Touch
Frequency: Unlimited; but only one spell may be active at a time
Target: One living oak tree of size Huge
Duration: Permanent

This spell turns an oak tree into a protector or guardian. The tree on which the spell is cast must be within 300 feet of something that you wish to guard or protect. The spell triggers the tree into animating as a treant. It guards an object, person or location you specify from intruders you specify.

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

Locate Creature

Arcane, Divination
Level: 7
Components: V, S, M
Action: Ritual
Range: 500 feet
Frequency: 24 hours
Duration: Encounter

You sense the direction of a well-known or clearly visualized creature. You can search for general types of creatures, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain creature requires a specific and accurate mental image; if the image is not close enough to the actual creature, the spell fails. You cannot specify a unique creature unless you have observed that particular creature up close (within 30 feet) and not through divination.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and polymorph spells.

Material Component: A bit of fur from a bloodhound

Locate Object

Arcane/Divine, Divination
Level: 4
Components: V, S, F
Action: Ritual
Range: 500 feet
Frequency: 24 hours
Duration: Encounter
Focus: A forked twig.

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

Creatures cannot be found by this spell.

Longstrider

Nature, Amelioration
Level: 1
Components: V, S, M
Action: Ritual
Range: Personal
Target: You

Frequency: Unlimited
Duration: 24 hours

This spell increases your base land speed by 2 squares. This adjustment counts as a magic bonus. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

Lowlight Vision

Arcane/Nature, Amelioration
Level: 4
Components: V, S, M
Action: Ritual
Range: 0 squares
Target: Cube 3
Frequency: Unlimited
Duration: 24 hours
Defense: Will

All creatures in the area gain lowlight vision.

Material Component: A ripe bilberry.

Mage Armor

Arcane, Abjuration, Force
Level: 1
Components: V, S, F
Action: Ritual
Range: Touch
Target: Willing creature touched
Frequency: Unlimited, but only one spell may be active at a time
Duration: 24 hours
Focus: A piece of cured leather.

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +2 armor bonus to AC. This bonus does not stack with the bonus granted by any armor worn by the target.

Unlike mundane armor, mage armor entails no armor check penalty or speed reduction.

Enhancements:

Level 3: The armor bonus increases to +3
Level 5: The armor bonus increases to +4
Level 7: The armor bonus increases to +5
Level 9: The armor bonus increases to +6

Level 11: The armor bonus increases to +7
Level 13: The armor bonus increases to +8
Level 15: The armor bonus increases to +9
Level 17: The armor bonus increases to +10

Mage's Disjunction

Arcane, Metamagic

Level: 18

Components: V

Action: Ritual

Range: Close (5 squares)

Target: All magical effects and magic items within range

Frequency: 24 hours

Duration: Instantaneous

Defense: Will; see text

All magical effects and magic items within the radius of the spell are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does).

A permanent magic item in the area of effect becomes a mundane item. An item in a creature's possession uses that creature's Will defense to resist this effect.

Even some artifacts are subject to disjunction. Destroying an artifact requires a spellcasting attack. The level of defense varies depending on the power of the artifact but is never less than 40.

Destroying artifacts is a dangerous business. Disjoined artifacts often explode with magic energy or create other disastrous and, sometimes, wide reaching effects. It is also likely to attract the attention of one or more powerful beings who have an interest in or connection with the device.

Mage's Faithful Hound

Arcane, Summoning

Level: 9

Components: V, S, F

Action: Ritual

Range: Medium (5 squares)

Frequency: Unlimited, but only one spell may be active at a time

Duration: 24 hours

Focus: A tiny silver whistle

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured. The hound faithfully patrols the area. The hound immediately starts barking loudly if any Small or larger creature enters the spell's range unless that creature was inside the range when the spell was first cast. The hound sees invisible and ethereal creatures. It does not react to illusions unless they are shadow illusions.

As a swift action, you can add a specific creature to the list of creatures that the hound does not bark at provided that creature is in the area of effect.

Once per round as a swift action, you can command the hound to bite any creature within range. The hound appears instantly next to the target creature and uses your spellcasting attack modifier versus the target's Reflex defense. On a hit, the hound deals 2d6+10 points of damage. The hound cannot be attacked, but it can be dispelled.

Mage's Lucubration

Arcane, Amelioration

Level: 7

Components: V, S

Action: Swift

Range: Personal

Target: You

Frequency: 24 hours

Duration: Instantaneous

You instantly regain the ability to cast one spell of 6th level or less that you currently can not cast due to its frequency restriction. The recovered spell's frequency must be 24 hours or less. Once you cast the recovered spell it is, once again, bound by its frequency restriction.

Enhancements:

You can enhance this spell at any level. When you do so, the highest level spell you can recover with this spell is one level lower than than this spell.

Mage's Magnificent Mansion

Arcane, Teleportation

Level: 13

Components: V, S, F

Action: Ritual

Range: Close (5 squares)

Frequency: Unlimited; but only one spell may be activate at one time

Duration: 24 hours

Focus: A small piece of polished marble and a silver spoon.

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

You can create any floor plan you desire as long as the resulting mansion is finite in size. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to 100 medium-sized

creatures. A staff of near-transparent servants, liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

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

Mage's Private Sanctum

Arcane, Secrecy

Level: 9

Components: V, S, M

Action: Ritual

Range: Close (5 squares)

Target: See text

Frequency: Unlimited; but only one spell may be active at one time

Duration: 24 hours

This spell ensures privacy. The area of this spell can be any shape and can be as large or small as you desire up as long as it fits within a cube 50. You must have line of effect to the entire area.

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

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

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

Material Component: A piece of opaque glass and powdered chrysolite.

Mage's Sword

Arcane, Force

Level: 13

Components: V, S, F

Action: Standard

Range: Medium (10 squares)

Frequency: Encounter

Duration: Encounter

Defense: Reflex

Focus: A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

This spell brings into being a shimmering, swordlike plane of force. Once per round as a swift action,

you can command the sword to attack any creature within range. When you do so, the sword appears instantly next to the target creature and attacks. This attack uses your spellcasting ability versus the creature's Reflex defense. As a force effect, it can strike ethereal and incorporeal creatures. It deals 2d6+15 points of force damage. The sword has a critical hit range of 19-20.

The sword cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. The sword uses your defenses versus these attacks.

Enhancements:

Level 15: The sword deals 2d10+15 points of damage.

Level 17: The sword deals 3d10+20 points of damage.

Magic Aura

Arcane, Illusion

Level: 1

Components: V, S, F

Action: Ritual

Range: Touch

Target: One touched object weighing up to 50 lbs

Frequency: Unlimited

Duration: Permanent

Defense: Will; see text

Focus: A small square of silk that must be passed over the object that receives the aura.

You alter an item's aura so that it appears magical to others. A ring may possess a dim glow, a sword may feel particularly keen and well balanced, etc. Anyone who uses the Spellcraft skill to examine the item is targeted by the spell. On a hit, the creature is fooled by the illusion and perceives the item as having magical properties you specify. On a miss, the creature recognizes that the aura is false.

If a creature examining the item is using an *identify* spell, it automatically recognizes that the aura is false.

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

Magic Circle

Arcane/Divine, Abjuration/Hallowed

Level: 6

Components: V, S, M

Action: Ritual

Range: Close (5 squares)

Target: Cube 5

Frequency: Unlimited, but only one circle may exist at a time

Duration: 24 hours

Defense: None

Prerequisite: Caster must have an alignment subtype

All creatures the area who have an alignment subtype that is opposed to yours may not leave the area once they enter it. (Good and Evil are opposed. Law and Chaos are opposed.) This occurs even if the creature enters the circle involuntarily or is summoned into it. Such a creature is automatically aware of the *magic circle* and its alignment once they are near it even if they can not see it. As a result, such creatures will usually avoid entering this circle to avoid becoming trapped.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. A creature with an opposing alignment can do nothing that disturbs the circle, directly or indirectly, but other creatures can.

A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

Material Component: 100 gp worth of powdered silver with which you trace a circle on the surface that is to be warded. No additional silver is required to renew a currently active spell for another 24 hours.

Magic Fang

Nature, Amelioration

Level: 2

Components: V, S

Action: Ritual

Range: Touch

Target: Your animal companion

Frequency: Unlimited, but only one spell may be active at a time

Duration: 24 hours

Prerequisite: The caster must have the Animal Companion feat

Magic fang magically enhances the natural weapon attacks of your animal companions (see the Animal Companion feat). While this spell is active, you may freely exchange tokens with your animal companions.

Enhancements:

Level 6: Select one of your animal companions. This creature gains 2 tokens whenever you roll initiative.

Level 11: Your animal companion gains 4 tokens instead of 2.

Level 16: Your animal companion gains 6 tokens instead of 4.

Magic Jar

Arcane, Necromancy

Level: 18

Components: V, S, F
Action: Ritual
Range: Medium (10 squares)
Target: One creature
Frequency: 1 week
Duration: 24 hours
Defense: Will

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

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

While in the magic jar, you can only take purely mental actions. You can sense and attempt to possess any living body within range. You do need line of effect from the jar to possess a target creature. You cannot determine the exact details or positions of these creatures but you can detect significant differences. For example, you can tell the difference between a dwarf and a human but you can't tell one human from another.

As a standard action, you can attempt to possess a creature's body. On a hit, you slowly force the creature's soul into the magic jar over a period of 1 minute. During this time, the creature still has limited control of its faculties and is aware of what is happening to it. It is effectively **dazed** though it can not end the condition with a saving throw. On a miss, the creature immediately resists your attack. You can not attempt to possess the same creature more than once.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your level, class, base attack bonuses and base save bonuses. You also keep your Intelligence, Wisdom, Charisma. The body retains its Strength, Dexterity and Constitution, natural abilities, and extraordinary abilities. The creature's supernatural abilities, spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body.

Once the spell ends, any unoccupied body dies. Furthermore any displaced souls are permanently trapped in whatever receptacle they currently occupy (gem or body). Though they can be moved again with a subsequent casting of the *magic jar* spell by someone else.

If the host body is slain while you occupy it, you die as normal.

Magic jar is not a ticket to immortality. You can not cast this spell if you currently occupy a body that you were not born in.

Focus: A gem or crystal worth at least 100 gp.

Magic Missile

Arcane, Force

Level: 1

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: One creature

Frequency: Unlimited

Duration: Instantaneous

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly as long as you have line of effect. Specific parts of a creature can't be singled out.

Enhancements:

Level 4: You create two magic missiles with this spell. When targeting multiple creatures with this spell you must specify all your targets in advance.

Level 7: You create three magic missiles with this spell.

Level 10: You create four magic missiles with this spell.

Level 13: You create five magic missiles with this spell.

Magic Mouth

Arcane, Illusion

Level: 1

Components: V, S, M

Action: Ritual

Range: Close (5 squares)

Target: One object or willing creature

Frequency: Unlimited

Duration: Permanent until discharged

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

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them.

Darkness can defeat a visual trigger. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish type, subtype, level or class except by external garb.

Material Component: A small bit of honeycomb and jade dust worth 10 gp.

Magic Stone

Divine/Nature, Transmutation

Level: 1

Components: V, S, F

Action: Ritual

Range: Touch

Target: One or more pebbles

Frequency: Unlimited

Duration: 24 hours

You transmute each pebble, which can be no larger than a sling bullet, so that it strikes with great force when thrown or slung, dealing 1d8 points of damage plus your Strength modifier.

Magic Vestment

Divine, Transmutation

Level: 6

Components: V, S

Action: Ritual

Range: Touch

Target: Armor or shield touched

Frequency: Unlimited; but only one spell maybe active at one time

Duration: 24 hours

You imbue a suit of armor or a shield with a +1 magic bonus.

Enhancements:

Level 10: The bonus increases to +2

Level 14: The bonus increases to +3

Level 18: The bonus increases to +4

Magic Weapon

Arcane/Divine, Transmutation

Level: 1

Components: V, S

Action: Ritual

Range: Touch

Target: Weapon touched
Frequency: Unlimited; but only one spell may be active at one time
Duration: 24 hours

Magic weapon gives a weapon a +1 enhancement as per the magic weapon property. As a result, it grants one additional power token if it is your favored weapon when you roll initiative and also grants a +1 magic bonus to damage rolls. The bonus granted by this spell does not stack with that by a magical weapon that already has an enhancement.

Enhancements:

Level 4: You grant a +2 enhancement.
Level 8: You grant a +3 enhancement.
Level 12: You grant a +4 enhancement.
Level 16: You grant a +5 enhancement.

Make Whole

Divine, Transmutation
Level: 9
Components: V, S
Action: Standard
Range: Touch
Target: One object or willing construct of up to 500 lbs.
Frequency: Encounter
Duration: Instantaneous
Prerequisite: *Mending*

This spell repairs up to 80 hit points of damage to an object made of any substance. Often, this repair is enough to completely restore the item. The spell can even restore missing portions of the object but more than half of the original item must be present. The spell does not repair items that have been disintegrated, ground to powder, melted, or vaporized.

When cast upon a construct or animated object that has not been completely destroyed, *make whole* also restores up to 80 hit points of damage.

With a successful Spellcraft check the spell can restore the magical abilities of a broken magic item though it can not restore charges to magic wands or restore magic to limited use items that have been expended. The DC for this Spellcraft check varies depending upon the item in question. Some magical items may be impossible to restore without powerful magical or divine aid.

Mark of Justice

Divine, Curse
Level: 9
Components: V, S
Action: Ritual
Range: Touch
Target: Creature touched

Frequency: Unlimited
Duration: Permanent; see text
Prerequisite: *Bestow Curse*

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*.

This spell takes 10 minutes to cast and involves writing on the target. Therefore, you can cast it only on a creature that is willing or helpless.

Unlike *bestow curse*, a mark of justice cannot be removed with a saving throw or dispelled with *dispel magic*. It can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Enhancements:

You can enhance this spell at any level. When you do so, the spell naturally becomes more resistant to *remove curse*, *dispel magic* and *break enchantment*.

Maze

Arcane, Teleportation
Level: 16
Components: V, S
Action: Standard
Range: Close (5 squares)
Target: One creature
Frequency: 24 hours
Duration: Encounter

You banish the subject into an extradimensional labyrinth of force planes until it can find the exit or escape from the extradimensional space. A saving throw is insufficient to escape the maze. A *dispel magic* spell (or similar) is also ineffective. There are several ways to escape.

- A creature can find the exit with a DC 20 Spellcraft check as a swift action.
- A creature with a passive Athletics skill of 30 or higher can simply destroy the walls of the maze. This requires 1d4 move actions.
- A creature with a passive Athletics skill of 20-29, can break down the walls of the maze in 1d4 minutes.
- A *find the path*, *freedom*, *mage's disjunction*, *wish*, *limited wish* or *miracle* spell instantly frees someone from the maze.
- Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a maze spell, although a *plane shift* spell (or similar) allows it to exit to whatever plane is designated in that spell.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space.

Minotaurs are not affected by this spell.

Meld into Stone

Nature, Shapechange [Earth]

Level: 3

Components: V, S

Action: Standard

Range: Personal

Target: You

Frequency: Unlimited

Duration: Concentration; up to 1 hour

This spell enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you and feel anything that touches the stone you are in. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and deals 2d6 points of Constitution damage. Spells like *stone to mud* and *stone shape* which significantly change the stone or its nature also expel you and deal 2d6 points of Constitution damage.

This spell does not allow you to walk through walls. You can not move while in the stone and must emerge from the same face that you entered.

When the spell ends you are harmlessly ejected from the stone.

Enhancements:

Level 7: The spell affects you and all willing creatures adjacent to you. While in the stone, you can not see each other but can speak freely and be heard by each other without alerting creatures outside of the stone.

Mending

Arcane/Divine/Nature, Transmutation

Level: 1

Components: V, S

Action: Swift

Range: Touch

Target: One object or willing construct of up to 500 lbs.

Frequency: Encounter

Duration: Instantaneous

Mending repairs 1d8+5 points of damage to an objects or constructs. Constructs or objects with less than 0 hit points are beyond repair with this spell.

Enhancements:

Level 3: The spell repairs 2d8+10 damage.

Level 5: The spell repairs 3d8+15 damage.

Level 7: The spell repairs 4d8+20 damage.

Level 9: The Range of this spell becomes Close (5 squares) and it affects all creatures and objects in the range that you wish it to. When used in this way, the spell repairs 1d8+10 points of damage.

Level 11: The spell repairs 2d8+15 points of damage for all creatures in the area that you wish it to.

Level 13: The spell repairs 3d8+20 points of damage for all creatures in the area that you wish it to.

Level 15: The spell repairs 4d8+25 points of damage for all creatures in the area that you wish it to.

Message

Arcane, Teleportation [Language-Dependent]

Level: 1

Components: V

Action: Swift

Range: 300 ft. (60 squares)

Target: One or more creatures

Frequency: Unlimited

Duration: Instantaneous

You can whisper messages and receive whispered replies with little chance of being overheard. The whispered message is audible to all creatures that you wish to hear it. The message does not have to travel in a straight line. It can circumvent barriers if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers. Magical silence blocks the spell.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Meteor Swarm

Arcane, Evocation [Fire]

Level: 17

Components: V, S

Action: Standard

Range: Long (20 squares)

Frequency: Encounter

Duration: Instantaneous

Defense: Reflex half

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When you cast it, dozens of spheres spring from your outstretched hand and streak in straight lines to the spots you select within range. The meteor spheres leave a fiery trail of sparks. Once a sphere reaches its destination, it explodes.

You can target as many creatures as you wish as long as they are in range. You may also exclude any creatures you wish.

On a hit, a creature within the area takes 15 points of bludgeoning damage and 4d20 points of fire damage. On a miss, a creature takes half damage.

Mind Blank

Arcane, Secrecy

Level: 16

Components: V, S

Action: Ritual

Range: Close (5 squares)

Target: One willing creature

Frequency: Unlimited

Duration: 24 hours

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as an *arcane eye* spell, the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mind Fog

Arcane, Enchantment [Mind-Affecting]

Level: 9

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: Cube 5

Frequency: Encounter

Duration: Encounter

Defense: Will

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures affected by the spell can not use insight tokens and take a -5 competence penalty on Wisdom-based checks and Will saves, including saving throws to eliminate these penalties.

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

The fog is thin and does not significantly hamper vision.

Miracle

Divine, Hallowed
Level: 18
Components: V, S
Action: Standard
Range: See text
Target: See text
Frequency: 24 hours
Duration: See text
Defense: See text

You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

When cast as a standard action miracle can do any of the following things:

- Duplicate any spell of 16th level or lower that falls within your areas of mastery.
- Duplicate any other spell of 14th level or lower regardless of your type, subtype or areas of mastery.
- Undo the harmful effects of certain spells, such as *feblemind* or *insanity*.
- Have any effect whose power level is in line with the above effects.

If you use miracle to duplicate a spell, you are subject to the restrictions of that spell in terms of Range, Target, Duration and Defense.

Alternatively, a cleric can make a very powerful request. Casting such a miracle is a Ritual action because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following:

- Swinging the tide of a war in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused. Frivolous or disrespectful uses of this spell can lead to loss of spellcasting ability.

Mirror Image

Arcane, Illusion
Level: 4
Components: V, S
Action: Swift
Range: Personal
Target: You
Frequency: Encounter
Duration: Encounter

Illusory duplicates of you pop into being, making it difficult for enemies to know which target to

attack. Your allies automatically discern which illusion is the real you unless you wish otherwise. The figments stay near you and disappear when struck.

Mirror image creates 3 images of you. These figments separate from you but overlapping with you, and thus share the same space you occupy.

Observers can't use vision or hearing to tell which one is you and which the image. Other senses, such as blindsight, foil the spell. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. An attack against an image automatically hits and destroys that image. An attack that targets you is resolved normally.

Spells with an area of effect destroy all the images. Spells that can target multiple creatures (e.g., magic missile) can also be used to destroy multiple images.

An attacker must be able to see the images to be fooled. If you are invisible the spell has no effect. Furthermore, an attacker can avoid the effects of this spell by shutting his eyes, turning his back on you, wearing a blindfold or otherwise temporarily becoming **blind**. To be effective, a period of temporary, intentional blindness must begin before your turn begins so that you have the opportunity to claim the benefits of that blindness before the attacker makes his attack.

Enhancements:

Level 7: The spell creates four images of you.

Level 10: The spell creates five images of you.

Level 13: The spell creates six images of you.

Level 16: The spell creates seven images of you.

Misdirection

Arcane, Illusion

Level: 1

Components: V, S

Action: Ritual

Range: Sight

Target: One willing creature or object

Frequency: Unlimited

Duration: 24 hours

By means of this spell, you misdirect the information from the following detection spells: *arcane eye*, *arcane sight*, *detect thoughts*, *discern lies* and *prying eyes*. This spell may affect other detection spells at the DM's discretion. On casting the spell, you choose another creature or object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, and so forth.

This spell also thwarts a creature's ability to detect your presence because you have an opposed alignment subtype.

Mislead

Arcane, Illusion

Level: 11

Components: S

Action: Swift

Range: Close (5 squares)

Target: You

Frequency: Encounter

Duration: Encounter

Prerequisite: *Invisibility* and *image*

You become invisible (as per the *invisibility* spell), and at the same time, an illusory double of you (as per the *image* spell) appears. You are then free to go elsewhere while your double moves away. You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

Your invisibility is as functional as it would be if you had cast the *invisibility* spell. Thus, you may have to spend a swift action each round to maintain it or you may be able to act normally depending upon the enhancements you have applied to the spell.

Similarly, the *image* of yourself that you create is as functional as it would be if you had cast the *image* spell. Thus, its duration and fidelity depend upon the enhancement level of the spell as you have learned it.

Enhancements:

Level 14: To make this enhancement, you must have enhanced your *invisibility* spell to level 10. You tap energy from the Plane of Shadow to make the image of you a quasi-real double. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered **blinded** and **deafened**. If you desire, any spell you cast whose range is touch or greater can originate from your double instead of from you. You must maintain line of effect to the illusion at all times. If your line of effect is obstructed, even momentarily, the spell ends.

Mnemonic Enhancer

Arcane, Amelioration

Level: 7

Components: V, S, M, F

Action: Ritual

Range: Personal

Target: You

Frequency 24 hours
Duration: 24 hours
Prerequisite: The caster must use a spellbook or similar spell archive

Casting this spell allows you to memorize six additional levels of spells that are in your spellbook. For example, you could memorize one 4th level spell and one 2nd level spell. You retain the ability to cast these additional spells without referring to your spellbook for the duration of the *mnemonic enhancer* spell.

Material Component: A piece of string, and ink consisting of squid secretion with black dragon's blood.
Focus: An ivory plaque of at least 50 gp value.

Enhancements:

You can enhance this spell at any level. When you do so, the number of spell levels you can memorize is equal to this spell's level minus 1.

Modify Memory

Arcane, Enchantment [Mind-Affecting]

Level: 8
Components: V, S
Action: Ritual
Range: Close (5 squares)
Target: One living creature
Frequency: 24 hours
Duration: Permanent
Defense: Will
Prerequisite: The caster must be trained Bluff

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways:

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *geas*, *suggestion*, or similar spells.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 minute. On a miss, the spell fails immediately. On a hit, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

When casting the spell to create a false memory, you must also make a Bluff check. The DM may assign a bonus or penalty to this check depending upon the details. For example, giving a troll a memory of having once been a pixie is likely to incur a rather large penalty. On the other hand, giving that same troll a memory of eating a pixie is likely to incur a large bonus. If your Bluff check exceeds

the subject's passive Sense Motive then the memory is accepted. However, if at any time the subject suspects it has been fooled it is entitled to an active Sense Motive check once per day to attempt to circumvent the memory. Each time the creature makes such a check, it receives a +1 bonus for each previous failed check.

Moment of Prescience

Arcane, Divination
Level: 16
Components: V, S
Action: Ritual
Range: Personal
Target: You
Frequency: 24 hours
Duration: 24 hours or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you a +15 insight bonus on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to one of your defenses against a single attack. Activating the effect doesn't take an action; you can activate it on another character's turn if needed. You can even apply the bonus retroactively if you wish. Once used, the spell ends.

Mount

Arcane, Summoning
Level: 1
Components: V, S, M
Action: Ritual
Range: Close (5 squares)
Frequency: Unlimited
Duration: 24 hours

You summon a light horse, pony or riding dog (your choice) to serve you or an ally as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of horse hair.

Move Earth

Arcane/Nature, Transmutation [Earth]
Level: 11
Components: V, S, M
Action: Ritual
Range: Sight
Frequency: 24 hours
Duration: Instantaneous

Move earth moves up to 10,000 cubic feet of dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. In no event can rock formations be collapsed or moved.

This spell does not violently break the surface of the ground. Instead, the movement takes place over the course over several hours. It creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

This spell has no effect on earth creatures.

Material Component: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

Neutralize Poison

Divine/Nature, Healing

Level: 3

Components: V, S

Action: Ritual

Range: Close (5 squares)

Target: One willing creature in range

Frequency: Unlimited, but only one spell may be active at a time

Duration: 24 hours; see text

You place a protective ward upon a willing subject. The subject can expend this ward to neutralize all poisons in her system. When the ward is expended the spell ends.

Enhancements:

Level 6: The protective ward affects the caster and all allies in range.

Level 9: Instead of granting a ward to multiple creatures, you can use the spell to grant one willing creature in range complete immunity to poison for the duration of the spell.

Level 12: You grant poison immunity to two willing creatures.

Level 15: You grant poison immunity to four willing creatures.

Level 18: You grant poison immunity to eight willing creatures.

Nightmare

Arcane, Illusion [Mind-Affecting, Evil]

Level: 9

Components: V, S

Action: Ritual

Range: Unlimited

Target: One living creature

Frequency: 24 hours

Duration: Instantaneous

Defense: Will

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

On a hit, the nightmare prevents restful sleep and causes 1d10 points of damage and leaves the subject fatigued. If the target creature is an arcane spellcaster, it loses the ability to renew arcane spells that have a frequency of 24 hours or longer.

On a miss, the creature resists all these effects but is aware that something attempted to disturb its rest.

If you have a body part from your subject (e.g., a lock of hair or bit of nail) you gain a +10 bonus on your attack. If you attempt to cast this spell on someone you have never seen in person, you suffer a -10 penalty to your attack.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you choose to enter a trance, you are **helpless** and unaware of your surroundings or the activities around you while in the trance. You can be roused by an adjacent creature as a standard action. If you leave the trance prematurely you lose the spell.

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

Nondetection

Arcane/Nature, Secrecy

Level: 5

Components: V, S, M

Action: Ritual

Range: Touch

Target: Willing creature or object touched

Frequency: Unlimited

Duration: 24 hours

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object* and *scrying*. Nondetection also prevents location by such magic items as crystal balls. If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust worth 50 gp.

Obscure Object

Arcane/Divine, Secrecy

Level: 1

Components: V, S, M

Action: Ritual

Range: Touch

Target: One object touched of up to 500 lbs.

Frequency: Unlimited
Duration: 24 hours

This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Material Component: A piece of chameleon skin.

Order's Wrath

Divine, Hallowed
Level: 7
Components: V, S
Action: Standard
Range: Medium (10 squares)
Target: Cube 5
Frequency: Encounter
Duration: Instantaneous; see text
Defense: Will half
Prerequisite: Caster must have the Lawful subtype

You unleash lawful power to smite your enemies. The power takes the form of a three-dimensional grid of energy. Only creatures with the Chaotic subtype are harmed by the spell.

On a hit, the spell deals 2d8+12 points of damage and gains the **slowed** and **distracted** conditions. On a miss, the creature takes half damage and is not slowed or distracted.

Enhancements:

Level 10: The spell deals 2d8+20 points of damage.
Level 13: The spell deals 2d8+30 points of damage.

Owl's Wisdom

Divine/Nature, Shapechange
Level: 4
Components: V, S
Action: Swift
Range: Touch
Target: Willing creature touched
Frequency: Encounter
Duration: Instantaneous

The transmuted creature becomes wiser. The spell grants the target 4 insight tokens and +5 magic bonus on Wisdom-based skill and ability checks.

Enhancements:

Level 12: This spell affects everyone within a cube 5 centered on you.

Passwall

Arcane, Transmutation

Level: 9

Components: V, S, M

Action: Ritual

Range: Touch

Frequency: Unlimited

Duration: 1 hour

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage can be as much as 10 feet deep. If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells 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 the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Material Component: A pinch of sesame seeds.

Pass without Trace

Nature, Amelioration

Level: 1

Components: V, S

Action: Ritual

Range: Close (5 squares)

Targets: All willing creatures in range

Frequency: Unlimited

Duration: 24 hours

Prerequisite: Caster must have the Woodland Stride feat

All subjects of this spell gain the benefit of the Woodland Stride feat while the spell is active. The subjects can also move through any type of terrain without hindrance and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

Permanency

Arcane

Level: 10

Components: V, S

Action: Ritual

Range: see text

Frequency: 24 hours

Duration: Permanent

While casting this spell, you simultaneously cast another spell that you know making it permanent. The following spells can be used with *permanency*: *alarm*, *dancing lights*, *ghost sound*, *magic mouth*, *unseen servant* and *web*. At the DM's discretion, other spells can be made permanent as well. Spell's that are cast on a creature generally can not be made permanent. The Range of *permanency* matches the range of the spell you are making permanent.

Enhancements:

Level 12: The following spells can also be made permanent: *gust of wind*, *solid fog*, *shrink item*, *stinking cloud*, and *wall of fire*.

Level 14: The following spells can also be made permanent: *animate objects*, *mage's private sanctum*, *symbol* and *wall of force*.

Level 16: The following spells can also be made permanent: *phase door*; and *prismatic wall*.

Level 18: The following spells can also be made permanent: *prismatic sphere* and *teleport* (when enhanced to 17th level).

Phantasmal Killer

Arcane, Illusion [Fear, Mind-Affecting]

Level: 8

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: One living creature

Frequency: Encounter

Duration: Encounter

Defense: Will and Fortitude; see text

When casting this spell, you attack your target's Will defense. You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape.

If the spell is successful then you may attack the subject with its greatest fear. A creature can overcome its fear with a successful Will save. Once per round as a swift action you can make a spellcasting attack versus the target's Fortitude defense. On a hit, the creature takes 2d6 points of Wisdom damage.

Enhancements:

Level 16: The Target of this spell becomes a Cube 5. All enemies in the area are affected. Each subsequent swift action attacks all subjects of the spell.

Phantom Steed

Arcane, Summoning

Level: 5

Components: V, S

Action: Ritual

Range: Close (5 squares)

Frequency: Unlimited
Duration: 24 hours

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

If attacked, the mount uses your defenses. If the mount is hit by any attack, the spell ends and the phantom steed disappears. A phantom steed has a speed of 20 squares (or 22 mph) and can bear up to two medium-sized riders.

Enhancements:

Level 8: The mount's speed increases to 32 squares (or 36 mph). It can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

Level 10: The mount's speed increases to 40 squares (or 45 mph). It can use water walk at will (as the spell, no action required to activate this ability).

Level 12: The mount's speed increases to 48 squares (or 55 mph). It can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

Level 14: The mount's speed increases to 56 squares (or 64 mph). The mount can fly at its speed but can not hover.

Phantom Trap

Arcane, Illusion

Level: 3

Components: V, S, M

Action: Standard

Range: Touch

Target: Object touched

Frequency: Unlimited

Duration: Permanent

This spell makes a lock or other small mechanism seem to be trapped to anyone who examines it for such. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Of course, the effect is illusory and nothing happens if the trap is “sprung”; its primary purpose is to frighten away thieves or make them waste precious time.

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

Material Component: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

Phase Door

Arcane, Teleportation

Level: 13

Components: V
Action: Swift
Range: Touch
Frequency: Encounter
Duration: Encounter

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The passage can be up to 30 feet deep. The phase door is invisible and accessible only to you and to other creatures that you specify either specifically (e.g., by name) or generally (e.g., by race or appearance).

A creature that enters the phase door disappears and then appears on the opposite side. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *true seeing* spell or similar magic reveals the presence of a phase door but does not allow its use.

A phase door is subject to *dispel magic*. If any creature is within the passage when it is dispelled, it is harmlessly ejected from one side of its choice.

Planar Ally

Divine, Summoning [see text]
Level: 7
Components: V, S
Action: Ritual
Range: Close (5 squares)
Frequency: 24 hours
Duration: Instantaneous

By casting this spell, you request your deity to send you an elemental or outsider of 6th level or less of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

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

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

A task taking up to 10 minutes requires a payment of 100 gp per level of the creature called. For a task taking up to 10 hours, the creature requires a payment of 500 gp per level. A long-term task, one requiring up to 10 days, requires a payment of 1,000 gp per level.

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

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

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

Enhancements:

You can enhance this spell at any level. When you do so, the highest level creature you can summon is equal to the spell's level minus 1.

Planar Binding

Arcane, Summoning [see text]

Level: 9

Components: V, S

Action: Ritual

Range: Close (5 squares); see text

Frequency: 24 hours

Duration: Instantaneous

Defense: Will

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. You can call a creature of up to 6th level with this spell. The creature must be an elemental or an outsider. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

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

To lure the creature you must successfully target its Will defense. On a hit, the creature is immediately drawn into the trap. Unless you apply a dimensional anchor spell, the creature can escape from the trap with dimensional travel. The creature can also attempt to escape once per day by making a Charisma attack versus your Will defense. You can also employ a calling diagram (see *magic circle*) to make the trap more secure. If the creature breaks loose, it can flee or attack you.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by threat, bribery or negotiation.

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

maximum of 1 month and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

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

Enhancements:

You can enhance this spell at any level. When you do so, the highest level creature you can summon is equal to the spell's level minus 3.

Plane Shift

Arcane/Divine, Teleportation

Level: 10

Components: V, S, F

Action: Ritual

Range: Touch

Target: Willing creature touched, or up to eight willing creatures joining hands

Frequency: 24 hours

Duration: Instantaneous

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear as much as 500 miles from your intended destination.

Focus: A planar key. Traditionally a planar key is a metal fork but a key can take many different forms depending on the destination plane. Because planar keys are non-magical it is not always apparent what they are when first found.

Plant Growth

Nature, Transmutation

Level: 1

Components: V, S

Action: Ritual

Range: See text

Target: See text

Frequency: 24 hours

Duration: Instantaneous

Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 1000 ft. to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Any creature walking through the area must do so at speed of 2 squares. The area must have brush and trees in it for this spell to take effect. You may also

designate places within the area that are not affected.

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

Plant growth counters *diminish plants*.

This spell has no effect on plant creatures.

Poison

Divine/Nature, Curse

Level: 6

Components: V, S

Action: Standard

Range: Touch

Target: Living creature touched

Frequency: Unlimited

Duration: Instantaneous

Defense: Fortitude

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison. On a hit, the poison deals 1d6 points of Constitution damage.

Polar Ray

Arcane, Evocation [Cold]

Level: 15

Components: V, S, F

Action: Standard

Range: Close (5 squares)

Target: One creature

Frequency: Unlimited

Duration: Instantaneous

Defense: Reflex

A blue-white ray of freezing air and ice springs from your hand. On a hit, the ray deals 2d8+20 points of cold damage.

Focus: A small, white ceramic cone or prism.

Enhancements:

Level 18: On a hit, the ray deals 4d8+25 points of cold damage.

Polymorph

Arcane/Nature, Shapechange

Level: 8
 Components: V, S
 Action: Standard
 Range: Close (5 squares)
 Target: Willing living creature touched
 Frequency: Encounter
 Duration: Encounter
 Defense: Fortitude
 Prerequisite: The caster must have spent 1 week studying specimens of this the creature (living or dead) in order to understand its form.

Note: The rules for this spell are exceptionally complex and the spell has the potential to unbalance the game. As such, it is recommended that the player and DM consult outside of the gaming session about what forms are available to a given PC. The prerequisite of this spell is designed to encourage that negotiation. If a player attempts to use this spell without knowing in advance the details of the forms that he might use, the resulting delay at the gaming table and confusion once the spell is cast can be a serious detriment to overall fun.

This spell functions exactly like *alter form*, except as detailed below. You can change the willing subject into a living creature that is native to the same plane of existence as the target. Typically, the new form will have one of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin. The new form's level must be 4th level or less.

When you first take this spell, you must select one form that you are able to transform your target into. Subsequent forms can be added via Enhancements to this spell (see below).

Though your target's abilities and statistics do not change, you may endow your target with a number of special qualities, special abilities or other benefits based upon the enhancement level of the spell and the nature of the creature that you are transforming your target into as specified by the table below.

Spell Level	Target's New Size		
	Tiny, Small, Medium	Large	Huge
8-9	1 benefit	no benefits	not allowed
10-11	2 benefits	1 benefit	not allowed
12-13	3 benefits	2 benefits	0 benefits
14-15	4 benefits	3 benefits	1 benefit
16+	5 benefits	4 benefits	2 benefits

The following benefits can be conferred with the *polymorph* spell provided they are also possessed by the target form: burrow, climb speed, darkvision, flight (the subject must concentrate while flying), improved grab, low-light vision, natural attacks (treat these as natural weapons with a base damage of 1d6), powerful charge (2d6+ Str modifier damage), scent, swallow whole, swim speed, trample (2d6 + Str modifier damage) and water breathing. Your DM may allow other benefits.

The new form can not be smaller than tiny-sized or larger than large-sized (or huge-sized starting at

13th level). Depending upon the size of the subject's new form, the spell has additional effects:

- Tiny-Sized – the subject gains 4 speed tokens but can not gain or use power tokens while polymorphed
- Small- or Medium-sized – no additional effects
- Large-sized – the subject gains +2 base speed, +1 reach and 2 power tokens
- Huge-sized – the subject gains +2 base speed, +2 reach and 4 power tokens but can not gain or use speed tokens while polymorphed

If the target creature's new size would cause it to share a space with another creature, then the smaller of the two creatures is pushed aside to make room. If insufficient room is available for the desired growth, the spell fails.

Depending upon the exact form, the subject may lose access to incompatible equipment, lose the ability to cast spells and/or lose the ability to use certain feats. See the *alter form* spell for guidelines.

Enhancements:

Whenever you enhance this spell, select a new target form that you can transform your target into. The form's level must not exceed half the spell's level. Enhancing this spell also gains access to more benefits of the form.

Level 9: You may select a new form that you can transform your target into.

Level 10: You can cast this spell on an unwilling creature. To alter an unwilling creature, you must successfully target the creature's Fortitude defense. Incorporeal or gaseous creatures are immune to being polymorphed, and a creature can revert to its natural form with a successful saving throw. A creature with the shapechanger subtype automatically succeeds at such saving throws.

Level 11: You may select a new form that you can transform your target into.

Level 12: The transformation can be made permanent if cast upon a willing or **helpless** target. (A sleeping creature will wake if you try to cast this spell upon it.) A permanent change requires a 5 minute casting time. Once you fail once, you can not try again on the same creature until you have gained another level.

Level 13: You may select a new form that you can transform your target into. You may transform your subject into a huge-sized creature.

Level 14: You may select a new form that you can transform your target into.

Level 15: You may select a new form that you can transform your target into.

Level 16: You can cast this spell on all willing creatures in a Cube 5 as a standard action. All creatures must assume the same form though individual cosmetic differences will be apparent.

Level 17: You may select a new form that you can transform your target into.

Level 18: You may select a new form that you can transform your target into.

Polymorph Any Object

Arcane, Shapechange

Level: 15

Components: V, S, M

Action: Ritual

Range: Touch

Target: One creature, or one nonmagical object of up to 1500 cu. ft.

Frequency: Unlimited
Duration: See text

This spell functions like *polymorph*, except that it changes one object or creature into an object. If cast upon a creature, that creature must be willing or **helpless**.

The duration of the spell depends on how radical a change is made from the original state to its enchanted state. First calculate a duration factor using the following table:

Changed Subject Is:	Increase to Duration Factor ¹
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

¹The base duration factor is 0. Add all the bonuses that apply.

Then, use the duration factor to determine the duration using this table:

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

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

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

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

Material Component: Mercury, gum arabic, and smoke.

Power Word Blind

Arcane, Compulsion [Mind-Affecting]
Level: 14
Components: V
Action: Standard
Range: Close (5 squares)
Target: One creature with 200 hp or less
Frequency: Encounter
Duration: Permanent

You utter a single word of power that can cause one creature of your choice to become permanently **blinded**, whether the creature can hear the word or not. If the subject is of higher level than you, the blindness takes effect over the course of 1 round. During that time the creature is **dazzled**. If the creature makes a successful Fortitude save during that time the spell is negated.

Power Word Kill

Arcane, Compulsion, Necromancy [Death, Mind-Affecting]
Level: 18
Components: V
Action: Standard
Range: Close (5 squares)
Target: One living creature
Frequency: Encounter
Duration: Instantaneous

You utter a single word of power that kills one creature of your choice, whether the creature can hear the word or not. If the subject is of higher level than you, the creature dies over the course of 1 round. During that time the creature is **dazed**. If the creature makes a successful Fortitude save during that time the spell is negated.

Power Word Stun

Arcane, Compulsion [Mind-Affecting]
Level: 16
Components: V
Action: Standard
Range: Close (5 squares)
Target: One creature
Frequency: Encounter
Duration: Encounter

You utter a single word of power that instantly causes one creature of your choice to become **stunned**, whether the creature can hear the word or not. If the subject is of higher level than you, the creature is **dazed** instead.

Prestidigitation

Arcane

Level: 1

Components: S

Action: Swift

Range: Close (5 squares)

Target: See text

Frequency: Unlimited

Duration: Concentration

Prestidigitation allows spellcasters to creature a range of minor effects. Prestidigitation can slowly move an object of up to 1 lb as per the *telekinesis* spell with a shorter range. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects that persist for up to 1 hour. Such objects are fragile and cannot be used as tools, weapons, or spell components. Prestidigitation can be used to inflict a sharp sting or scrape to a living creature. The effect creates irritation or mild pain but no actual damage. The spell can cause a small object to glow as a candle. The spell can create other minor effects as allowed by the DM, but lacks the power to duplicate any other spell effects.

Prismatic Sphere

Arcane, Secrecy, Evocation

Level: 18

Components: V

Action: Swift; see text

Range: 0 squares

Target: Cube 3

Frequency: Encounter

Duration: Encounter; see text

This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

Any allies that you designate when you cast the spell can pass into and out of the prismatic sphere without harm. The sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack an occupant of the sphere or try to pass through it suffer the effects of each color, one at a time.

The colors of the sphere have the same effects as the colors of a *prismatic wall* (see below).

You can cast this spell as a ritual with permanent duration.

Prismatic Spray

Arcane, Evocation

Level: 14
 Components: V, S
 Action: Standard
 Range: 3 squares
 Target: Cube 5
 Frequency: Encounter
 Duration: Instantaneous
 Defense: See text

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Every creature in the area is attacked by the spell. On a hit, each creature receives a random effect (roll 1d8) as described by this table:

1d8	Color of Beam	Targets Defense	Effect
1	Red	Reflex	20 points fire damage
2	Orange	Reflex	40 points acid damage
3	Yellow	Reflex	80 points electricity damage
4	Green	Fortitude	Poison deals 3d6 points of Con damage.
5	Blue	Fortitude	Target is petrified .
6	Indigo	Will	Target goes insane, as <i>insanity</i> spell
7	Violet	Will	Sent to another plane as per the <i>banishment</i> spell but the subject need not be an outsider
8	Struck by two rays; roll twice more, ignoring any “8” results.		

Prismatic Wall

Arcane, Secrecy, Evocation
 Level: 16
 Components: V, S
 Action: Ritual
 Range: Close (5 squares)
 Target: Wall 30
 Frequency: Encounter
 Duration: 24 hours; see text
 Defense: See text

Prismatic wall creates an opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through it without harm. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall,

and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various spells; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a prismatic wall. *Dispel magic* cannot dispel the wall or anything beyond it.

Color	Order	Targets Defense	Effect of Color	Negated By
Red	1 st	Reflex	Stops nonmagical ranged weapons. Deals 20 points of fire damage (half damage on a miss).	<i>Cone of cold</i>
Orange	2 nd	Reflex	Stops magical ranged weapons. Deals 40 points of acid damage (half damage on a miss).	<i>Gust of wind</i>
Yellow	3 rd	Reflex	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (half damage on a miss).	<i>Disintegrate</i>
Green	4 th	Fortitude	Stops breath weapons. Poison deals 4d6 points of Con damage (half damage on a miss).	<i>Passwall</i>
Blue	5 th	Fortitude	Stops divination and mental attacks. Turned to stone.	<i>Magic missile</i>
Indigo	6 th	Will	Stops all spells. Creature is affected as by an <i>insanity</i> spell.	<i>Daylight (Light enhanced to level 9 or higher)</i>
Violet	7 th	Will	Energy field destroys all objects and effects ¹ . Creature is sent to another plane as per the <i>banishment</i> spell but the subject need not be an outsider.	<i>Dispel magic</i>

¹The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items and spells can create prismatic effects one color at a time.

Enhancements:

Level 18: The spell's duration becomes permanent.

Produce Flame

Nature, Evocation [Fire]

Level: 2

Components: V, S

Action: Swift

Range: Personal

Frequency: Unlimited

Duration: 1 hour; see text

Flames as bright as a torch appear in your open hand. The flames do not harm you but will burn objects and other creatures.

In addition to providing illumination, the flames can be hurled or used to touch enemies. When thrown, the flames have a range of 10 squares. Attacking an enemy in this way is a Dexterity-based attack versus the creature's Reflex defense made as a standard action. On a hit, strike an opponent with the flames, dealing 1d6+2 points of fire damage. Once you use the flames to attack a foe, the spell ends.

This spell does not function underwater.

Enhancements:

Level 4: The spell deals 1d6+5 damage on a hit.

Level 6: The spell deals 2d6+5 damage on a hit.

Level 8: The spell deals 2d6+8 damage on a hit.

Level 10: The spell deals 3d6+8 damage on a hit.

Protection from Arrows

Arcane/Divine, Abjuration

Level: 3

Components: V

Action: Immediate

Range: Close (5 squares)

Target: One willing creature in range

Frequency: Unlimited; but no more than once per round

Duration: 1 round

The warded creature gains resistance 5 against all ranged weapon attacks meaning that each time the creature is subjected to damage from a ranged weapon attack that damage is reduced by 5 points before the balance is subtracted from the creature's hit points. Because this spell is cast as an immediate action, you can wait to cast it until after the attack hits but before the damage has been announced.

Enhancements:

Level 9: The resistance increases to 10.

Level 15: The resistance increases to 20.

Protection from Energy

Arcane/Divine, Abjuration

Level: 6

Components: V, S

Action: Standard Action

Range: Long (20 squares)

Target: One willing creature

Frequency: Unlimited

Duration: Concentration; up to 1 hour

This abjuration grants a creature immunity to a specific energy type: acid, cold, electricity or fire. This immunity lasts up to 1 hour as long as that creature takes no actions other than move actions or free actions.

Protection from energy absorbs only damage. The subject could still suffer related effects. The spell protects the recipient's equipment as well.

Protection from Spells

Arcane, Abjuration

Level: 15

Components: V, S, M, F

Action: Ritual

Range: Touch

Targets: Up to eight willing creatures

Frequency: Unlimited; but only one spell may be active at one time

Duration: Up to 24 hours; see text

You place a protective ward upon the subject. When the subject is hit by a spell that requires an attack roll, it can expend the ward to negate the spell. Unusual or particularly potent spells may breach this protection.

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

Focus: One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

Enhancements:

Level 18: As long as the ward is active, subjects of the spell gain a +5 magic bonus to saving throws versus effects created by a spell.

Prying Eyes

Arcane, Detection

Level: 9

Components: V, S, M

Action: Ritual

Range: One mile

Frequency: 24 hours

Duration: 24 hours; see text

You create a dozen semi-tangible, visible magical orbs (called "eyes") which 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.

Each eye is a Fine construct, about the size of a small apple, that has 1 hit point. If attacked, an eye

uses your defenses. It also uses your skill modifiers for Perception and Search. Each eye has a fly speed of 6 squares and perfect maneuverability. Eyes are subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through 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 twenty-five words. Any knowledge you possess is known by the eyes as well.

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

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

Material Component: A dozen crystal marbles.

Enhancements:

Level 15: If you are able to cast *true seeing*, you can cast that spell as part of this one. As a result the eyes created by *prying eyes* see things as if they had the benefit of *true seeing*. They can even move at full speed in magical darkness.

Purify Food and Drink

Divine/Nature, Transmutation

Level: 1

Components: V, S

Action: Ritual

Range: Close (5 squares)

Target: 1 cu. ft. of contaminated food and water

Frequency: Unlimited

Duration: Instantaneous

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magical edibles and potables (e.g., potions).

A creature who consumes food or drink that was purified in the last hour by this spell gains 5 temporary hit points or 1 point of ability damage. A creature can only receive this benefit once per day. The temporary hit points persist for 24 hours or until expended.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Pyrotechnics

Arcane, Transmutation

Level: 1

Components: V, S

Action: Standard

Range: Long (20 squares)

Target: A fire source; see text

Frequency: Unlimited

Duration: See text

Defense: Fortitude

Pyrotechnics allows you to control the burn rate and behavior of an existing non-magical fire source. This fire source must be at least as large as a torch and no bigger than a cube 2. When you cast the spell you create one of the following effects:

Fireworks: The fire burns itself out instantly creating a momentary burst of glowing, colored aerial lights. All creatures, including your allies but not you, who are within sight of the fire source are affected. On a hit, a creature becomes **blinded**.

Smoke Cloud: The fire chokes to death creating a writhing stream of smoke billows out and forms a Cube 5 of choking cloud centered on the extinguished fire source. All sight, even darkvision, is ineffective in or through the cloud. Creatures within the cloud are sickened.

Snuff: The fire dies instantly without so much as a flash or puff of smoke. A fire so large that it exceeds a cube 2 can be partly extinguished. If used upon a fire-based creature this spell deals 3d6 points of damage.

Inferno: The fire burns itself out instantly creating a momentary burst of flames. All creatures adjacent to the fire when the spell is cast take 2d6 points of fire damage.

Spread: The fire spreads to fill all squares adjacent to it, even if no fuel source is available. Any creature caught in this spread takes 1d6 points of fire damage. If no fuel source is available in the squares it spreads to, the fire dies out completely in 1 round. If a fuel source is available, the fire continues to spread each round by catching on adjacent squares that contain fuel.

Sculpt: The shape of fire changes and can even form crude images such as a face or a dancing figure. As part of this spell you can make the fire burn higher or lower. You can also change the color of the flames to any hue or combination of hues that you desire.

Quench

Nature, Transmutation

Level: 5

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: One fire, object or creature

Frequency: Unlimited

Duration: Instantaneous

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in range. The spell also dispels any fire spells in its area regardless of their level.

Each elemental (fire) creature within the area of a quench spell takes 2d6+20 points of damage.

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1 hour. (Artifacts are immune to this effect.)

Rage

Arcane, Enchantment [Mind-Affecting]

Level: 5

Components: V, S

Action: Swift

Range: Medium (10 squares)

Target: One willing creature

Frequency: Unlimited

Duration: Encounter

The subject of the spell enters a primal rage. This has several effects. The subject gains 4 power tokens. The subject immediately loses all speed tokens and can not gain or spend speed tokens for the duration of the spell. The subject is unable to cast spells while affected by *rage*. When an opponent attacks a subject of this spell it can spend 1 token to automatically hit. Unlike most spells, this spell can not be dismissed by the caster. However, the subject of the spell can end the spell's effects on it with a Will saving throw.

This spell can not be used on a creature that is already in a primal rage.

Ray of Enfeeblement

Arcane, Curse

Level: 2

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One creature

Frequency: Unlimited

Duration: See text

Defense: Reflex

A coruscating ray springs from your hand. On a hit, the subject becomes **weakened**.

Ray of Frost

Arcane, Evocation [Cold]

Level: 1
Components: V, S
Action: Standard
Range: Medium (10 squares)
Target: One Creature
Frequency: Unlimited
Duration: Instantaneous and 1 round; see text
Defense: Reflex

A ray of freezing air and ice projects from your pointing finger. On a hit, the ray deals 1d6 points of cold damage and the creature is **slowed** for 1 round.

Enhancements:

You can enhance this spell at any level. When you do so, the spell deals 1d6 damage plus additional damage equal to the spell's level.

Read Magic

Arcane/Divine/Nature, Detection

Level: 1
Components: V, S
Action: Swift
Range: Personal
Target: You
Frequency: Unlimited
Duration: 1 round

By means of *read magic*, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. For example, the spell allows you to identify a *glyph of warding*. It also allows you to use a magical scroll that you normally could not.

The spell also allows you to read the contents of a wizard's spellbook and cast a spell from it provided you meet the prerequisites to have selected the spell as one of your own. Reading a spell from a wizard's spell book to prepare it for casting requires a standard action. For example, if a 1st level sorcerer wanted to cast *magic missile* from a wizard's spellbook he would first have to cast *read magic*, then use a standard action to read the page containing the spell and then use a second standard action to cast the spell. A 1st level cleric could not use *read magic* to cast *magic missile* since he does not have the Arcane area of mastery. However, he could potentially cast *comprehend languages* from that same spellbook provided he has the appropriate lesser area of mastery.

Read magic does not give you the ability to write magic. You can not use it to create magic scrolls or add spells to a wizard's spellbook.

Focus: A clear crystal or mineral prism.

Reduce

Arcane/Nature, Shapechange

Level: 2
Components: V, S
Action: Standard
Range: Close (5 squares)
Target: One creature
Frequency: Encounter
Duration: Encounter
Defense: Fortitude

This spell causes instant diminution of a creature, halving its height and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains 3 speed tokens. If the creature's new size is tiny or smaller, its reach is reduced to 0 and its land speed decreases by 2 squares.

All equipment worn or carried by a creature is similarly reduced by the spell. Weapon damage dealt by reduced weapons remains unchanged. Magical properties of reduced items are not decreased by this spell.

The decreased size can have other effects on the target at the DM's discretion.

Multiple magical effects that decrease size do not stack. *Reduce* counters and dispels *enlarge*.

Enhancements:

Level 6: This spell can be cast on two creatures simultaneously.

Level 8: This spell can be cast on up to four creatures simultaneously.

Refuge

Arcane/Divine/Nature, Teleportation

Level: 11
Components: V, S, M
Action: Ritual
Range: Touch
Target: Object touched
Frequency: 24 hours
Duration: Permanent until discharged

You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to the square you occupy when you cast this spell. If the square is occupied, the creature is transported to the nearest unoccupied square.

Once the item is transmuted, you designate a command word to be spoken when the item is used. To make use of the item, the a creature speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar or animal companion that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the *refuge* spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Material Component: The specially prepared object, whose construction requires materials worth 1,500 gp.

Enhancements:

Level 12: The creature who activates an object created by this spell can bring up to 10 willing creatures with it. All affected creatures must be touching each other when the object is broken and the command word is spoken.

Regenerate

Divine/Nature, Healing

Level: 13

Components: V, S

Action: Ritual

Range: Touch

Target: Willing, living creature touched

Frequency: Unlimited

Duration: 1 minute

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. Scars disappear. After the spell is cast, the physical regeneration is complete in 1 minute.

Regenerate also cures all damage, heals up to 5 points of Constitution damage (but not drain) and rids the subject of **exhaustion** and/or **fatigue**, **blindness** and **deafness**. This spell has no effect on nonliving creatures (including undead).

This spell may not be cast upon the same creature more than once in a 24 hour period.

Reincarnate

Nature, Shapechange

Level: 8

Components: V, S, M

Action: Ritual

Range: Touch

Target: Dead creature touched

Frequency: 1 year

Duration: Instantaneous

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return to life in a reincarnated state. If the subject's soul is not willing to return, the spell does not work;

therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's original body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new body for the soul to inhabit from the natural elements at hand. The new body is of the same relative age as the old body (for example, an elderly human reincarnates as an elderly kobold). This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonuses, base save bonuses, and hit points are unchanged. The subject loses all the physical characteristics associated with its old form including all ability modifiers. It gains the physical characteristics of its new form. If you're uncertain about what is a physical characteristic, ask your DM. Any racial feats the creature had can no longer be used but can be retrained as normal.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

The new incarnation can be determined randomly or specified by the DM. To randomly select a new form for a humanoid creature, you may use the table below or make up your own.

d%	Incarnation	d%	Incarnation
01	Bugbear	63-74	Halfling
02-13	Dwarf	75-89	Human
14-25	Elf	90-93	Kobold
26	Gnoll	94	Lizardfolk
27-38	Gnome	95-98	Orc
39-42	Goblin	99	Troglodyte
43-52	Half-elf	100	Other
53-62	Half-orc		

Constructs, elementals, and outsiders can't be reincarnated. The spell cannot bring back a creature who has died of old age.

A *wish* or a *miracle* spell can restore a reincarnated character to his or her original form.

Material Component: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

Remove Blindness/Deafness

Divine, Healing

Level: 1

Components: V, S

Action: Swift or Immediate; see text

Range: Close (5 squares)
Target: Willing creatures in range
Frequency: Unlimited
Duration: Instantaneous

Remove blindness/deafness cures **blindness**, **dazzled** or **deafness** (your choice) provided the effect is magical in nature. The spell can only be cast as an immediate action if the target creatures have just become blinded, dazzled or deafened.

Remove Curse

Arcane/Divine, Metamagic
Level: 6
Components: V, S
Action: Ritual
Range: Touch
Target: Willing creature or item touched
Frequency: Unlimited
Duration: Instantaneous

Remove curse instantaneously removes all curses on an object or a creature provided the curse originated from a spell of 6th level or lower. If the curse did not originate from a spell, then the creature who created the curse must have been 6th level or lower. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it.

Enhancements:

You can enhance this spell at any level. If you do so, this increases the maximum level of the curse that can be removed to that level.

Remove Disease

Divine/Nature, Healing
Level: 6
Components: V, S
Action: Ritual
Range: Touch
Target: Willing creature touched
Frequency: Unlimited
Duration: Instantaneous

Remove disease cures all diseases that the subject is currently suffering from. The spell also kills parasites, including green slime and others. Magical or supernatural diseases may be countered only if they were created by a creature of 6th level or less or by a spell of 6th level or less. Some rare, but particularly powerful supernatural diseases may not be countered by this spell at all.

Casting the spell takes 1 full hour of contact with the target. However, as long as the spell is successful, the caster is immune to the infection during this time.

Enhancements:

You can enhance this spell at any level. If you do so, this increases the maximum level of the disease that can be removed to that level.

Remove Fear

Arcane/Divine, Metamagic

Level: 1

Components: V, S

Action: Swift or Immediate

Range: Close (5 squares)

Targets: Willing creatures in range

Frequency: Unlimited

Duration: Instantaneous

Remove fear instills courage in the target which removes the **shaken** or **frightened** condition (your choice). The spell can only be cast as an immediate action if the target creatures have just become frightened or shaken.

Enhancements:

Level 6: This spell can also remove the **panicked** and **cowering** conditions.

Remove Paralysis

Divine, Healing

Level: 1

Components: V, S

Action: Swift or Immediate

Range: Close (5 squares)

Targets: Willing creatures in range

Frequency: Unlimited

Duration: Instantaneous

Remove paralysis frees the target from the slowed or immobilized condition (your choice) provided the effect is magical in nature. The spell can only be cast as an immediate action if the target creatures have just become slowed or immobilized.

Enhancements:

Level 3: This spell can also removes the **paralyzed** condition.

Repel Metal or Stone

Nature, Abjuration [Earth]

Level: 15

Components: V, S

Action: Standard
Target: Line 12
Frequency: Unlimited
Duration: Encounter

Like repel wood, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including magic items, animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled.

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

Repel Vermin

Arcane/Divine/Nature, Abjuration

Level: 5
Components: V, S
Action: Ritual
Range: Personal
Target: You
Frequency: Unlimited
Duration: 24 hours
Defense: Will

This spell only affects vermin who attempt to attack you or move adjacent to you. On a hit, an invisible barrier prevents the vermin from approaching or attacking. On a miss, the vermin can attack or cross the barrier but take 2d6+3 points of damage the first time it does so.

A vermin whose level is less than or equal to half your level is automatically hit by the spell.

Enhancements:

Level 10: This spell deals 3d6+6 damage to vermin that approach or attack.

Level 13: This spell deals 4d6+10 damage to vermin that approach or attack.

Repel Wood

Nature, Abjuration

Level: 11
Components: V, S
Action: Standard
Target: Line 12

Frequency: Unlimited
Duration: Encounter

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is holding can let go as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled.

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

Repulsion

Arcane/Divine, Abjuration
Level: 12
Components: V, S, F
Action: Standard
Range: Personal
Target: You
Frequency: Unlimited
Duration: Encounter
Defense: Will

An invisible, mobile field surrounds you and prevents any creature, even allies, from approaching you as long as you remain conscious. Any creature that attempts to approach within 2 squares of you is attacked by the spell. On a hit, the creature is unable to approach within 2 squares of you for the duration of the spell. Repelled creatures' actions are not otherwise restricted.

Affected creatures can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it still can not approach within 2 squares of you.

Focus: A pair of small iron bars attached to two small canine statuettes, one black and one white. The whole array is worth 50 gp.

Resilient Sphere

Arcane, Force
Level: 8

Components: V, S, M
Action: Standard
Range: Close (5 squares)
Target: One creature
Frequency: Encounter
Duration: Encounter
Defense: Reflex

A globe of shimmering force encloses a creature. The sphere contains its subject for the spell's duration and a saving throw can not be used to escape it. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The sphere blocks line of effect but not line of sight.

Attacks against the sphere automatically hit and deal full damage to the sphere. Such attacks deal no damage to the creature inside. The sphere has 50 hit points. A creature who is adjacent to or inside the sphere can use a standard action to attempt a DC 25 Athletics check to burst the sphere. Other appropriate effects (such as *dispel magic*) destroy the sphere without harm to the subject. Teleportation and other forms of inter-dimensional travel also provide a means of escape.

As a move action, a creature adjacent to or inside of the sphere can roll it 3 squares along level ground. Rolling a sphere up a steep hill or pushing a sphere that contains a large or larger creature will likely require an Athletics check. A creature inside the sphere takes no damage from falling or collisions though it may become **nauseated** or **prone** due to severe gyrations.

Material Component: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Enhancements:

Level 10: You can cast this spell as a ritual against a willing or helpless creature. In such case, the spell persists for 24 hours, is immune to damage and requires a DC 35 Athletics check to break.

Level 13: By concentrating, you can telekinetically move the sphere as much as 6 squares per round. This movement can be in any direction, even vertically. You can move the sphere telekinetically even if you are inside it.

Resistance

Arcane/Divine/Nature, Abjuration

Level: 1
Components: V, S
Action: Ritual
Range: Touch
Target: Willing creature touched
Frequency: Unlimited
Duration: Up to 24 hours; see text

You place a protective ward upon a willing subject. When the subject fails a saving throw, it can opt to expend this ward to retroactively spend insight tokens to improve the roll on a 1-to-1 basis. Once the ward is expended, the spell ends.

Enhancements:

Level 5: The ward does not need to be expended to gain its benefit. It persists for 24 hours.

Level 10: When you cast this spell upon yourself, you can expend the ward to automatically succeed on a saving throw.

Resist Chaos/Evil/Good/Law

Divine, Abjuration/Hallowed

Level: 3

Components: V, S

Action: Ritual

Range: Touch

Target: Up to 8 willing creatures in range

Frequency: Unlimited

Duration: 24 hours

Prerequisite: Caster must have an alignment subtype

By casting this spell, you place a protective ward upon the target. It protects the target from attacks by a foe that has an alignment subtype that opposes the caster's. For example, a cleric with the Chaotic and Good subtype could use this spell to mitigate the abilities of a creature with the Evil or Lawful subtype.

The target effectively receives damage reduction 5/- versus all weapon attacks by such creatures.

Enhancements

Level 4: The ward can be expended to immediately roll a saving throw against an effect caused by a foe with the opposing alignment subtype.

Level 6: If the creature scores a critical hit the ward can be expended to reduce it to a normal hit.

Level 7: The damage resistance created by the spell increases from 5 to 10.

Level 10: A saving throw granted by expending the ward gains a +5 magic bonus.

Level 12: If the creature hits the target with any attack, the ward can be expended to negate the hit.

Level 14: The damage resistance created by the spell increases from 10 to 20.

Level 16: A saving throw granted by this spell is automatically successful.

Level 18: The damage resistance created by the spell increases from 20 to 40.

Resist Energy

Arcane/Divine, Abjuration

Level: 4

Components: V, S

Action: Immediate

Range: Touch

Target: One willing creature

Frequency: Unlimited; but no more than once per round

Duration: 1 round

This abjuration grants a creature limited protection from damage of whichever one of five energy types

you select: acid, cold, electricity or fire. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. The spell protects the recipient's equipment as well.

Enhancements:

Level 8: The spell affects you and all adjacent allies.

Level 12: The resistance increases to 20.

Level 18: The resistance increases to 40.

Restoration

Divine/Nature, Healing

Level: 4

Components: V, S

Action: Ritual

Range: Touch

Target: Willing creature touched

Frequency: Unlimited; see text

Duration: Instantaneous

Restoration restores 1d4+3 points of **ability damage** or **ability drain** to one of the subject's ability scores. Alternatively, the spell can be used to eliminate **fatigue** and **exhaustion**.

This spell can only be cast upon a given creature once per day. Subsequent castings on the same creature have no effect even if they are used for different purposes.

Enhancements:

Level 6: This spell can be used to restore 1d4+3 negative levels due to **energy drain**.

Level 8: This spell can restore 2d4+6 points of damage or drain to one ability score.

Level 10: This spell can be used to restore 2d4+6 negative levels due to energy drain.

Level 12: This spell can restore all damage or drain to one ability score.

Level 14: This spell can be used to remove all negative levels due to energy drain. It also heals **insanity**, **confusion**, **stunned** and similar mental effects.

Resurrection

Divine, Healing

Level: 10

Components: V, S, M

Action: Ritual

Range: Touch

Target: Dead creature touched

Frequency: 24 hours

Duration: Instantaneous

You channel positive energy into the corpse of a creature that has been dead for no longer than two weeks. The creature is restored to life with 1 hit point and Constitution damage equal to its Constitution score. Any conditions upon the creature when it died are removed, unless the condition could not have been removed with a successful saving throw.

This spell will only function if the subject's soul is free and willing to return. Coming back from the dead is an ordeal and in most cases a soul is unwilling or unable to return.

The spell cannot bring back a creature that has died of old age. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

Material Component: Diamonds worth a total of least 5,000 gp.

Enhancements:

Level 14: The condition of the remains is no longer a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 200 years. Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health. The diamonds required as a material component of this spell must be worth at least 10,000 gp.

Level 18: This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method). The diamonds required as a material component of this spell must be worth at least 25,000 gp.

Reverse Gravity

Arcane/Nature, Transmutation

Level: 14

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Cube 5

Frequency: Unlimited

Duration: Encounter

Defense: Reflex; see text

This spell reverses gravity for all creatures and objects in the area, causing all unattached objects and creatures within that area to fall upward. Each round, the creature falls upward until it reaches an obstacle or a maximum elevation of 300 feet (60 squares). If some 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.

When the spell ends or the creature makes a saving throw, it falls downward and takes falling damage as normal.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Material Component: A lodestone and iron filings.

Rope Trick

Arcane, Teleportation

Level: 4

Components: V, S, M

Action: Ritual

Range: Touch

Target: A length of rope

Frequency: Unlimited

Duration: 24 hours

When this spell is cast upon a length of rope, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. Creatures in the extradimensional space are hidden, beyond the reach of spells that do not work across planes. The space holds as many as eight creatures of any size. Creatures in the space can pull the rope up into the space, making the rope “disappear.” In that case, the rope counts as one of the eight creatures that can fit in the space.

Those in the extradimensional space can see out of it as if a 3-foot by 5-foot window were centered on the rope. The window is present on the Material Plane, but it’s invisible, and even creatures that can see the window can’t see through it. Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time.

Material Component: Powdered corn extract and a twisted loop of parchment.

Rusting Grasp

Nature, Transmutation

Level: 7

Components: V, S

Action: Swift

Range: Touch

Target: One ferrous object or one ferrous creature

Frequency: Unlimited

Duration: Encounter

Defense: Reflex; see text

Once per round as a standard action you can attack a creature or object that is made of iron or an iron alloy. Unattended objects are automatically hit by the spell. Targeting an attended item or a ferrous creature requires a successful attack versus the creature's Reflex defense. On a hit, the item becomes instantaneously rusted, pitted, and worthless. Only a *make whole* spell can restore such an item. If the item is so large that it cannot fit within a 3-foot radius, then a 3-foot-radius volume of the metal is

rusted and destroyed.

Against a ferrous creature, rusting grasp instantaneously deals 3d6 + 30 points of damage per successful attack.

Sanctuary

Divine, Secrecy

Level: 1

Components: V, S

Action: Swift

Range: Touch

Target: Willing creature touched

Frequency: Unlimited

Duration: Encounter; see text

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a spell, is attacked by the *sanctuary* spell. On a miss, the opponent can attack normally and is unaffected by that casting of the spell. On a hit, the opponent can't follow through with the attack, its associated action is lost, and it can't directly attack the warded creature for the duration of the spell. A creature can not remove this effect with a saving throw. Those not attempting to attack the subject remain unaffected.

This spell does not prevent the warded creature from being attacked or affected by area or effect spells.

The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

Scintillating Pattern

Arcane, Illusion [Mind-Affecting]

Level: 15

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Target: Cube 3

Frequency: Unlimited

Duration: Concentration; see text

Defense: None; see text

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it whose level is less than or equal to yours. Such creature becomes **stunned** for the duration of the spell and can not make saving throw against the spell unless it is granted by an ally. Once the spell ends, a stunned creature becomes **confused** until it makes a second successful Will save.

Sightless creatures are not affected by scintillating pattern.

Material Component: A small crystal prism.

Scorching Ray

Arcane, Evocation [Fire]

Level: 3

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: One creature

Frequency: Encounter

Duration: Instantaneous

Defense: Reflex

You blast your enemy with a fiery ray. On a hit, you deal 1d6+6 points of fire damage.

Enhancements:

Level 5: You may fire two rays at once. Multiple rays must be fired at different targets. Treat this as an area of effect attack.

Level 7: You may fire three rays at once.

Screen

Arcane, Illusion

Level: 13

Components: V, S

Action: Ritual

Range: Long (20 squares)

Target: All squares within range

Frequency: 24 hours

Duration: 24 hours

This spell combines the effects of *hallucinatory terrain* with *false vision* to create a single, powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The specification can be as specific or general as you wish.

You can change the appearance of the illusion at any time with an swift action. You can also change the illusion as an immediate action to cause the illusion to react to the actions of others.

Attempts to scry the area automatically detect the image stated by you. Sight and sound are appropriate to the illusion created. Additionally, you are automatically aware that the scrying is occurring though you are not aware of who or why.

Even entering the area does not reveal the illusion until it is directly interacted with.

While you are in the area, you automatically sense when creatures enter or leave the area and where they are located. If you can cast the *scrying* spell, you can use it to view any creature within the illusion even if you have not met that creature. Your scrying can still be foiled by anti-scrying magic such as *nondetection*.

Enhancements:

Level 15: At the time of casting, you can select creatures within in range whom you wish to not see the illusion. Instead, these creatures see a faint outline of the illusory elements but it does not impede their perception of reality.

Level 17: The illusion you create with this spell becomes infused with shadowstuff thus foiling efforts to detect its nature through direct interaction. However, the illusion remains incapable of causing harm to those within it.

Scrying

Arcane/Divine/Nature, Divination

Level: 8

Components: V, S, F

Action: Ritual

Range: Unlimited; see text

Target: One creature

Frequency: 24 hours

Duration: Encounter

Defense: Will

You can see and hear some creature, which may be at any distance. This spell can only be used to scry on someone you have met personally unless you have a body part from that person (like a lock of hair or a bit of nail). Alternatively, you can scry on someone that an adjacent creature has met provided that adjacent creature is willing to participate in the scrying.

When first scrying someone you must target their Will defense. On a miss, the creature knows someone attempted to cast a spell on it. A successful Spellcraft check (DC 18) will identify that it is a scrying spell. On a hit, the subject is unaware it is being observed unless it has counter-scrying effects in place.

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects.

You can not cast this spell on the same subject twice in the same 24 hour period.

Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

Enhancements:

Level 13: The Duration of the spell increases to 24 hours.

Searing Light

Divine, Evocation

Level: 6

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: One creature

Frequency: Unlimited

Duration: Instantaneous

Defense: Reflex

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. On a hit, the target takes 1d8+1 points of damage. If an undead creature or creature who is particularly sensitive to light is hit with this spell it is always treated as a critical hit.

Enhancements:

Level 8: The spell deals 1d8+5 points of damage.

Level 10: The spell deals 2d8+5 points of damage.

Level 12: The spell deals 2d8+10 points of damage.

Secret Chest

Arcane, Teleportation

Level: 9

Components: V, S, F

Action: Ritual

Range: See text

Target: One chest of goods

Frequency: Unlimited; but only one spell may be active at one time

Duration: Permanent until discharged

You hide a chest in a pocket dimension and can retrieve it at will. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by a master crafter. The cost of such a chest is never less than 5,000 gp. The interior of the chest can not be larger than 12 cubic feet; typical dimensions are 3 ft. x 2 ft. x 2ft. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. You need the replica to recall the chest. If the miniature of the chest is lost or destroyed the large chest can not be summoned back.

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

Focus: The chest and its replica.

Secret Page

Arcane, Transmutation

Level: 3

Components: V, S, M

Action: Ritual

Range: Touch

Target: Page touched, up to 3 sq. ft. in size

Frequency: Unlimited

Duration: Permanent

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

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

Material Component: Powdered herring scales and will-o'-wisp essence.

Secure Shelter

Arcane, Teleportation

Level: 7

Components: V, S, M

Action: Ritual

Range: Close (5 squares)

Target: Cube 7

Duration: 24 hours

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

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

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

Material Component: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood.

See Invisibility

Arcane, Detection
Level: 4
Components: V, S
Action: Swift
Range: Personal
Target: You
Frequency: Unlimited
Duration: Encounter

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

Sending

Arcane/Divine, Evocation
Level: 8
Components: V, S
Action: Ritual
Range: Unlimited
Target: One creature
Frequency: Unlimited; see text
Duration: 1 round

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner if it does so immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner. You can not contact the same creature with this spell more than once in the same 24 hour period.

Sepia Snake Sigil

Arcane, Summoning, Force
Level: 5

Components: V, S, M
Action: Ritual
Range: Touch
Target: One touched book or written work
Frequency: 24 hours
Duration: Permanent until discharged, then 1 week
Defense: Reflex

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

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. When the sepia snake is triggered, it attacks the reader's Reflex defense using your spellcasting attack modifier. On a hit, the target is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1 week has elapsed. On a miss, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise.

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

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

Dispel magic can remove the sigil or free a creature from the amber force field. An *erase* spell destroys the entire page of text.

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

Material Component: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Sequester

Arcane, Secrecy
Level: 13
Components: V, S, M
Action: Ritual
Range: Touch
Target: One creature or object; see text
Frequency: Unlimited
Duration: 1 month

When cast, this spell not only prevents divination spells from working to detect or locate the creature or

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

This spell can not be cast upon an object larger than a cube 5. If cast upon a creature, the creature must be willing or helpless.

Material Component: A basilisk eyelash, gum arabic, and a dram of whitewash.

Shadow Conjunction

Arcane, Illusion

Level: 8; see text

Components: V, S

Action: Standard

Range: See text

Target: See text

Frequency: Encounter

Duration: See text

Defense: See text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjunction* can mimic any spell of 5th level or lower that meets the following criteria:

- The spell requires the Arcane and Conjunction areas of mastery
- The spell does not have a Duration of Permanent or Instantaneous.
- The spell can be cast as a Standard action or Swift action

The Range, Target, Duration and Defense properties of the spell are the same as the spell you are mimicking. For the purposes of effects that are dependent upon a target spell's level, especially *dispel magic*, the *shadow conjunction* spell is treated as if it were same level as the mimicked spell rather than the *shadow conjunction* spell's level.

Unlike other illusion spells, shadow illusions can not be detected as such through any mundane means. Only a *true seeing* spell definitely distinguishes them from reality.

Enhancements:

You can enhance this spell at any level. When you do so, the highest level spell you can mimic is equal to this spell's level minus 3.

Shadow Evocation

Arcane, Illusion

Level: 10; see text

Components: V, S
Action: Standard
Range: See text
Target: See text
Frequency: Encounter
Duration: See text
Defense: See text

This spell behaves like *shadow conjuration* except that you can mimic any spell of 7th level or lower that meets the following criteria:

- The spell requires the Arcane and Evocation areas of mastery
- The spell does not have a Duration of permanent.
- The spell can be cast as a Standard action or Swift action

Enhancements:

You can enhance this spell at any level. When you do so, the highest level spell you can mimic is equal to this spell's level minus 3.

Shadow Summoning

Arcane, Illusion
Level: 8; see text
Components: V, S
Action: Standard
Range: See text
Target: See text
Frequency: Encounter
Duration: See text
Defense: See text

This spell behaves like *shadow conjuration* except that you can mimic any spell of 6th level or lower that meets the following criteria:

- The spell requires the Arcane and Summoning areas of mastery
- The spell does not have a Duration of permanent.
- The spell can be cast as a Standard action or Swift action

Enhancements:

You can enhance this spell at any level. When you do so, the highest level spell you can mimic is equal to this spell's level minus 2.

Shadow Walk

Arcane, Illusion
Level: 11
Components: V, S
Action: Standard
Range: 0 squares

Target: Cube 3
Frequency: 24 hours
Duration: 24 hours

To use the shadow walk spell, you must be in an area of shadowy illumination. You and any willing creatures in the area are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take up to a dozen other creatures along with you, but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane which ends the spell.

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 direction from your desired endpoint. However, you never end up in midair or inside a solid object.

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

Creatures that you bring with you are not required to follow you and may be lured away by curiosity or some more sinister entity. Any creatures, including the caster, that are still in the Plane of Shadow when the spell ends are trapped there and must find their own way back to the Material Plane.

Shambler

Nature, Summoning

Level: 17

Components: V, S

Action: Ritual

Range: Medium (10 squares)

Frequency: Unlimited; but only one spell may be active at a time

Duration: Seven days or seven months; see text

This spell creates 1d4+2 shambling mounds that are each 11th level. These creatures each have 90 hit points, a +10 bonus to damage and a +5 bonus to attack rolls and defenses (as compared to normal, 6th level, shambling mounds). The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range.

Shapechange

Arcane/Nature, Shapechange

Level: 18

Components: V, S, F

Action: Standard

Range: Personal

Target: You

Frequency: Unlimited

Duration: 24 hours

This spell functions like *polymorph*, except that it enables you to assume the form of any single non-unique creature (of any type) from Fine to Colossal size. The assumed form cannot be of a creature that is of higher level than you are.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities and the ability to cast spells. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your turn or immediately after it, but not during the turn. If you use this spell to create a disguise, you get a +10 bonus on your Bluff check.

Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

Shatter

Arcane/Divine/Nature, Force [Sonic]

Level: 3

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Target: One object or creature; see text

Frequency: Encounter

Duration: Instantaneous

Defense: Fortitude half

Shatter creates a loud, ringing noise that deals 2d6+7 points of sonic damage to nonmagical, rigid objects that are either brittle or crystalline in nature. Thus, the spell can affect an object made of metal, glass, porcelain, ice, or stone but has no effect on objects made of earth, cloth, leather or wood. If you cast this spell upon an attended object, you must successfully target the creature's Fortitude defense. Otherwise, the object takes only half damage.

The spell can also be used against crystalline creatures. As with attended objects, the spell deals full damage on a hit and half damage on a miss.

The damage dealt by this spell ignores the creature or object's hardness.

Material Component: A chip of mica.

Enhancements:

Level 5: The spell deals 2d6+12 points of damage.

Level 7: The frequency of this spell becomes Unlimited.

Level 9: The spell deals 3d6+15 points of damage.

Shield

Arcane, Conjuration, Force

Level: 2

Components: V, S

Action: Ritual

Range: 0 squares

Frequency: Unlimited, but only one shield can exist at a time

Duration: 24 hours

Shield creates an invisible, shield-sized disk of force that can be used identically to a small steel shield with the following differences: The shield weighs 1 lb and incurs no armor check penalty. Arcane spellcasters can cast spells while using the shield provided their other hand is free. The bearer is considered proficient with the shield even if he normally would not be. The shield automatically negates *magic missile* attacks directed at the bearer. The shield can not be used with other abilities or powers that use a shield.

Enhancements:

Level 10: The shield acts as a large steel shield instead of a small steel shield. It weights 2 lbs and incurs no armor check penalty.

Shield of Faith

Divine, Hallowed

Level: 1

Components: V, S

Action: Swift

Range: Close (5 squares)

Target: One willing creature

Frequency: Unlimited; but only one spell can be active at one time

Duration: Encounter

This spell creates a shimmering, protective ward upon the creature that can be used to avert one attack. When the recipient is hit by an attack, it can expend the ward as an immediate action to retroactively increase its relevant defense by +2 (as if it had spent tokens for this purpose). This benefit is a magic bonus. If this increase in defense is sufficient to block the attack then the attack is averted. Once the ward is spent, the spell ends.

Enhancements:

Level 6: The ward grants a one-time +3 magic bonus.

Level 12: The ward grants a one-time +4 magic bonus.
Level 18: The ward grants a one-time +5 magic bonus.

Shield of Law

Divine, Abjuration, Hallowed

Level: 15

Components: V, S, F

Action: Swift

Range: 0 squares

Target: Allies in a cube 7

Frequency: 24 hours

Duration: Encounter

Prerequisite: Caster must have the Lawful subtype

A dim, blue glow surrounds the subjects, protecting them from attacks and causing chaotic creatures that strike the subjects to become confused. This abjuration has these effects:

First, each warded creature gains 8 power tokens.

Second, any affected creature can make a Will saving throw once per round as an immediate action.

Third, if a creature with the Chaos subtype hits a warded creature with a melee attack, the attacker is **blinded** for 1 round.

This spell can not be cast upon creatures with the Chaos subtype.

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

Shield Other

Divine, Abjuration

Level: 4

Components: V, S, F

Action: Ritual

Range: Close (5 squares)

Target: One willing creature

Frequency: Unlimited

Duration: 24 hours

This spell wards the subject and creates a mystic connection between you and the subject. This has the following effects:

- You can cast spells on the subject that have Range of touch even if the subject is not within your reach.
- The subject takes only half damage (round up) from all wounds and attacks that deal hit point damage or ability damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve damage, such as slow effects and level draining are not

affected. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you fall unconscious or die, the spell ends.

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

Shillelagh

Nature, Transmutation

Level: 1

Components: V, S

Action: Swift

Range: Touch

Target: One nonmagical oak club or quarterstaff

Frequency: Encounter

Duration: Encounter

Once per round, for the duration of the spell, you can spend 1 power token to deal an extra 5 points of damage when you hit with your club or staff. If you let go of the weapon, the spell ends immediately.

Shocking Grasp

Arcane, Evocation [Electricity]

Level: 1

Components: V, S

Action: Swift

Range: Personal

Target: You

Frequency: Unlimited

Duration: Encounter

Your body crackles with electricity that does no harm to you or your equipment but damages your foes. Once per round as a standard action you can make a Dexterity-based attack versus the Reflex defense of an adjacent creature. On a hit, you deal 1d6+3 points of electricity damage.

Enhancements:

Level 3: Each successful attack deals 2d6+3 points of electricity damage.

Level 5: Each successful attack deals 2d6+6 points of electricity damage.

Level 7: Each successful attack deals 3d6+6 points of electricity damage.

Level 9: Each successful attack deals 3d6+10 points of electricity damage.

Shout

Arcane, Force [Sonic]

Level: 7

Components: V

Action: Standard
Target: Line 5
Frequency: Unlimited
Duration: Instantaneous
Defense: Fortitude

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is affected. On a hit, the creature is **deafened** and takes 2d6 points of sonic damage. On a miss, the creature takes half damage and is not deafened.

The spell automatically hits unattended brittle or crystalline objects in its path and deals maximum damage (ignoring hardness).

A *shout* spell cannot penetrate a *silence* spell.

Enhancements:

Level 9: Your shout deals 2d6+5 points of sonic damage on a hit.

Level 11: Your shout deals 3d6+5 points of sonic damage on a hit.

Level 13: Your shout deals 3d6+10 points of sonic damage on a hit.

Level 15: Your shout deals 4d6+15 points of sonic damage on a hit. In addition, creatures hit by the spell are **stunned** for 1 round.

Level 17: Your shout deals 4d6+20 points of sonic damage on a hit.

Shrink Item

Arcane, Transmutation

Level: 5

Components: V, S

Action: Standard

Range: Touch

Target: One object; see text

Frequency: Encounter

Duration: 1 week; see text

You are able to shrink one nonmagical item to 1/16 of its normal size in each dimension (or about 1/4,000 the original volume and mass). The original object must fit within a cube 5. This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a cloth-like one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

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

Silence

Arcane/Divine, Illusion

Level: 3
Components: S
Action: Swift or Immediate; see text
Range: Long (20 squares)
Target: Cube 5
Frequency: Encounter
Duration: Encounter

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast within the area, and no noise whatsoever issues from, enters, or passes through the area.

This spell can be cast as an immediate action to silence an enemy that is making a sonic attack. When used this way, the spell negates the attack and the creature loses the action.

This spell can also be cast as an immediate action against an enemy that is casting a spell with a verbal component. If you do so, the spellcaster is entitled to a Spellcraft check (DC 20) to complete the spell anyway. On a failure, both the spell and the action used to cast it is lost.

This spell has limited utility as an aid to stealth. Creatures within the area are immediately aware of the silence and, thus, would be alerted that something is wrong. If the spell is placed in an open area, sound travels over or around the silenced area normally. Only if the spell is used to completely fill an enclosed area, such as a hallway, does it block the sounds of passage on either side.

Enhancements:

Level 4: This spell can be cast as a Ritual. If you do so, its Duration increases to 24 hours.

Level 6: This spell can be cast so that those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects.

Level 12: This spell can be cast upon an object as a standard action. The area affected by the spell moves with the object. If the object is held by another creature, the creature must be willing.

Simulacrum

Arcane, Illusion

Level: 14
Components: V, S, M
Action: Ritual
Range: Adjacent
Frequency: Unlimited; but only one simulacrum may exist at one time
Duration: Instantaneous

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature's levels (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level). You can't create a simulacrum of a creature whose level exceed yours.

At all times the simulacrum remains under your absolute command. No special telepathic link exists, so

command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness.

Casting *simulacrum* takes 12 hours. The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice.

Material Component: Powdered ruby worth 1500 gp.

Slay Living

Divine, Curse [Death]

Level: 10

Components: V, S

Action: Standard

Range: Touch

Target: Living creature touched

Frequency: 24 hours

Duration: Instantaneous

Defense: Reflex

You can slay any one living creature. On a hit, the creature's internal organs cease to function and it begins to die. This process takes 1 round and if the target can make a successful Fortitude saving throw before your next turn, then the creature shakes off the effect; it takes 20 points of damage and falls **prone** instead.

Sleep

Arcane, Enchantment [Mind-Affecting]

Level: 1

Components: S, M

Action: Standard

Range: Medium (10 squares)

Target: 1 creature

Frequency: Encounter

Duration: Encounter

Defense: Will

A sleep spell makes a single creature creature drowsy. The target must not be particularly alert which means the spell can not be cast on a creature that is in combat. If the subject does not notice you, then it is not aware that a spell has been cast upon it.

On a hit, the creature takes a -5 penalty to Wisdom-based skill checks. If the creature does not make a saving throw to remove this spell within 1 round, it falls **prone** and then falls **asleep**.

A creature that is **sleeping** due to this spell can not be awakened by any sound, no matter how loud. Other events that would awaken a sleeping creature work normally. For example, it can be shaken awake by an adjacent ally as a swift action. Wounding a sleeping creature also awakens it immediately.

This spell does not work on unconscious creatures, constructs, or undead creatures.

Material Component: A pinch of fine sand, rose petals, or a live cricket.

Enhancements:

Deep Slumber - Level 5: This spell can be used on alert creatures and even used in combat. On a hit, the creature immediately falls **prone** and then falls **asleep**.

Mass Slumber - Level 10: The Target of this spell becomes a Cube 3.

Sleet Storm

Arcane/Nature, Conjuration [Cold]

Level: 5

Components: V, S, M

Action: Standard

Range: Long (20 squares)

Target: Cube 7

Frequency: Encounter

Duration: Encounter

Defense: Reflex

Driving sleet blocks all sight (even darkvision) within the area and causes the ground in the area to be difficult terrain. All creatures hit by the spell fall **prone** due to the icy conditions.

The sleet extinguishes torches and small fires.

Material Component: A pinch of dust and a few drops of water.

Slow

Arcane, Curse

Level: 6

Components: V, S

Action: Swift

Range: Close (5 squares)

Target: Cube 3

Frequency: Encounter

Duration: Encounter

Defense: Will

This spell targets only enemies in the area of effect. On a hit, a creature also loses 2 speed tokens. Regardless of whether the spell hits or misses, all foes in the area are **slowed** for the duration of the spell.

Slow automatically dispels the *haste* spell.

Enhancements:

Level 8: All targets hit by the spell lose 4 speed tokens instead of 2.

Snare

Nature, Transmutation

Level: 1

Components: V, S

Action: Swift

Range: Close (5 squares)

Target: One creature

Frequency: Unlimited

Duration: Instantaneous

Defense: Reflex

This spell causes a portion of the ground in the creature's square to reshape itself into a stout cord. On a hit, the cord wraps itself around the leg (or similar appendage) of the target creature. The creature is **entangled** by the spell and must make a successful Fortitude or Reflex save to escape. Alternatively a creature can destroy the snare with a slashing weapon. The snare has AC 7 and 5 hit points.

Enhancements:

Level 6: If you are in a natural, wooded area this spell can be cast as a Ritual with a duration of Permanent, until discharged. The snare attacks the next creature, other than you, that enters the square.

Song of Discord

Arcane, Enchantment [Mind-Affecting, Sonic]

Level: 13

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: Cube 3

Frequency: Encounter

Duration: Encounter

Defense: Will

This spell causes creatures within the area to turn on each other rather than attack their foes. Each affected creature must attack the nearest target each round. (Roll randomly to resolve ties.) An affected creature may make a saving throw to resist the spell as an immediate action whenever it is successfully attacked by an ally. It can not make saving throws on its own initiative.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that are **helpless**.

Soul Bind

Arcane/Divine, Necromancy
Level: 17
Components: V, S, F
Action: Swift
Range: Close (5 squares)
Target: One corpse
Frequency: Unlimited
Duration: Permanent

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 2 minutes. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 20,000 gp value.

Sound Burst

Arcane/Divine, Force [Sonic]
Level: 3
Components: V, S
Action: Standard
Range: Close (5 squares)
Target: Cube 2
Frequency: Encounter
Duration: Instantaneous
Defense: Fortitude

You blast an area with a tremendous cacophony. On a hit, a creature become **dazed** for 1 round. Regardless of a hit or a miss, every creature in the area takes 1d4 points of sonic damage.

Enhancements:

Level 5: The spell deals 1d4+2 points of sonic damage

Level 7: The spell deals 1d4+5 points of sonic damage

Level 9: The daze lasts until the creature makes a Fortitude save.

Speak with Animals

Nature, Detection
Level: 1
Components: V, S
Action: Standard
Range: Personal
Target: You
Frequency: 24 hours
Duration: Encounter

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak with Dead

Divine, Necromancy [Language-Dependent]

Level: 6
Components: V, S
Action: Ritual
Range: Close (5 squares)
Target: One dead creature
Frequency: 24 hours
Duration: Encounter

You grant the semblance of life and intellect to a corpse, allowing it to answer three questions that you put to it. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive.

If the corpse has been subject to *Speak with Dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information.

Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

Speak with Plants

Nature, Detection
Level: 5
Components: V, S
Action: Standard
Range: Personal
Target: You
Frequency: 24 hours
Duration: Encounter

You can comprehend and communicate with plants, including both normal plants and plant creatures.

You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Spectral Hand

Arcane, Necromancy

Level: 4

Components: V, S, M, F

Action: Swift

Range: Medium (10 squares)

Frequency: Unlimited

Duration: Encounter

A ghostly, glowing hand shaped from your life force materializes in one square within range. You can use the hand to deliver touch spells at a distance. As you cast the spell, you must injure yourself with a weapon in hand causing 4 hit points of damage which can be healed as normal. No additional action need be taken to cause this injury.

For as long as the spell lasts, any Range: Touch spell of 8th level or lower that you cast can be delivered by the spectral hand to any creature adjacent to it.

As a move action, you can move the hand to any other square within range.

The hand is incorporeal and thus cannot be harmed unless a creature uses a token to attack it. It uses your defenses and has 4 hit points.

Material Component: Your own blood, freshly drawn.

Focus: A slashing or piercing weapon which must already be in hand before you cast the spell.

Spell Immunity

Divine, Abjuration

Level: 8

Components: V, S

Action: Ritual

Range: Touch

Target: Willing creature touched

Frequency: Unlimited; but only one spell may be active at one time

Duration: 24 hours

The warded creature is immune to the effects of one specified spell of 7th level or lower. The warded creature effectively has unbeatable defenses regarding the specified spell. Naturally, that immunity

doesn't protect a creature from spells for which no defense applies. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

As a swift action, you can change the current spell that the target is immune to provided you have cast the spell upon yourself or the subject of the spell is adjacent to you.

A creature can have only one spell immunity in effect on it at a time.

Enhancements:

You can enhance this spell at any level. When you do so, you raise the maximum level of the spell you are defending against to this spell's new level minus 1.

Spellstaff

Nature, Transmutation

Level: 12

Components: V, S, F

Action: Ritual

Range: Touch

Target: Wooden quarterstaff touched

Frequency: 24 hours

Duration: Permanent until discharged

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast the spell stored within a staff even if you normally could not cast it due to its frequency limitation. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

Focus: The staff that stores the spell.

Spell Turning

Arcane, Abjuration

Level: 13

Components: V, S, M

Action: Ritual

Range: Personal

Target: You

Frequency: 24 hours

Duration: 24 hours

You place a protective ward upon yourself. When a spell or spell-like effect is targeted on you, you may expend the ward to turn the spell back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop spells with Range: Touch.

Material Component: A small silver mirror.

Spider Climb

Arcane/Nature, Amelioration

Level: 4

Components: V, S

Action: Swift

Range: Touch

Target: Willing creature touched

Frequency: Unlimited

Duration: Encounter

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner and thus can not attack with a weapon or cast a spell with a somatic component. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Armor Class while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Spike Stones

Nature, Transmutation

Level: 6

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: Cube 10

Frequency: Encounter

Duration: Encounter

All ground in the spell's area fills with camouflaged spikes.

Any creature moving at full speed that steps into a square in the spell's area takes 2 points of piercing damage. A creature moving at half speed takes half damage. Once successfully attacked, a creature moving at full speed can opt to abort or slow its current move action to avoid or reduce further damage.

You and your allies are immune to the spikes created by this spell. A creature whose passive Perception check is 26 or higher can detect the spikes and is also immune to them.

Enhancements:

Level 8: The spikes deal 4 points of piercing damage for each 5 feet of movement at full speed.

Spiritual Weapon

Divine, Force

Level: 4

Components: V, S
Action: Swift
Range: Medium (10 squares)
Frequency: Encounter
Duration: Encounter

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it.

The weapon takes the shape identical to the weapon you bear as your primary weapon. This must be a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you. Otherwise, the spell fails.

As a standard action, you can cause the weapon to attack any opponent within range. The weapon appears adjacent to the creature and attacks with your modifier as if you were attacking it directly with a standard action. However, it strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without requiring you to spend a token. The weapon always strikes from your direction. The weapon can not help a combatant get tokens for flanking.

A spiritual weapon cannot be harmed by physical attacks, but magic such as *dispel magic*, *disintegrate*, *a sphere of annihilation*, or a *rod of cancellation* affects it. A spiritual weapon uses your defenses if necessary.

Statue

Arcane, Shapechange
Level: 14
Components: V, S, M
Action: Ritual
Range: Touch
Target: Willing creature touched
Frequency: 24 hours
Duration: 24 hours

A statue spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

Material Component: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Solid Fog

Arcane, Conjuration

Level: 7

Components: V, S, M

Action: Standard

Frequency: Encounter

Range: Medium (10 squares)

Target: Cube 5

Frequency: Encounter

Duration: 1 hour

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it can only move 1 square per move action. This movement is not a five-foot step; a creature can't take a 5-foot step while in *solid fog*. The movement restriction imposed by the fog does not count as difficult terrain. Creatures with a passive Athletics skill of 20 or higher are only **slowed** by the fog.

The vapors prevent effective ranged weapon attacks. To make a melee attack within the fog, you must spend 2 power tokens.

A creature or object that falls into solid fog takes no damage from the fall.

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

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Enhancements:

Acid Fog - Level 11: Once per round as a swift action, you can deal 1d4+10 points of acid damage to each creature and object within the fog. This spell gains the Acid descriptor.

Improved Acid Fog – Level 13: As a move action, you can move the spell's area of effect up to 5 squares.

Greater Acid Fog - Level 15: Once per round as a swift action, you can deal 2d4+12 points of acid damage to each creature and object within the fog.

Stinking Cloud

Arcane, Conjuration

Level: 6

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Cube 5

Frequency: Encounter

Duration: Encounter

Defense: Fortitude; see text

Stinking cloud creates a bank of fog that fills the area. The cloud's vapors are nauseating to living

creatures. On a hit, a creature becomes **nauseated** until it makes a Fortitude save. Once per round as a swift action, you can repeat the attack against any creature that remains in the area.

Material Component: A rotten egg or several skunk cabbage leaves.

Stone Shape

Arcane/Divine/Nature, Shapechange [Earth]

Level: 6
Components: V, S
Action: Ritual
Range: Touch
Target: Stone or stone object touched
Frequency: Unlimited
Duration: Instantaneous

You can form an existing piece of stone into any shape that suits your purpose. The spell can affect up to 15 cubic feet of stone. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. A shape that includes moving parts simply doesn't work.

Stoneskin

Arcane/Nature, Abjuration

Level: 10
Components: V, S
Action: Swift
Range: Touch
Target: Willing creature touched
Frequency: Encounter
Duration: Encounter or until discharged

The warded creature gains resistance to blows, cuts, stabs, and slashes. Each time the subject is hit by a weapon, it can spend power tokens to resist 5 hit points of that damage per token spent. If it does not spend at least one token to resist a weapon attack, the spell ends.

Stone Tell

Nature, Detection

Level: 12
Components: V, S
Action: Ritual
Range: Personal
Target: You
Frequency: Unlimited
Duration: Encounter

You gain the ability to speak with stones, which relate to you who or what has touched them as well as

revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for.

You can speak with natural or worked stone.

Stone to Flesh

Arcane, Shapechange

Level: 11

Components: V, S, M

Action: Ritual

Range: Medium (10 squares)

Target: One petrified creature or a cylinder of stone

Frequency: Unlimited

Duration: Instantaneous

This spell restores a **petrified** creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cube 5 or a section of stone that size inside a larger mass of stone.

Material Component: A pinch of earth and a drop of blood.

Storm of Vengeance

Divine/Nature, Conjunction

Level: 17

Components: V, S

Action: Ritual

Range: Sight

Target: Cube 1000 (covers roughly 1 square mile)

Frequency: 24 hours

Duration: Concentration (up to 10 rounds)

Defense: See text

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud is targeted by the spell. On a hit, it becomes **deafened**.

While the spell lasts, ranged attacks within the area of the storm are impossible. Spellcasting is also impossible unless the spell does not require somatic components.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect

occurs during your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage to creatures in the storm.

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Treat this as an area-of-effect attack using your spellcasting modifier against the targets' Reflex defense. Each bolt deals 35 points of electricity damage on a hit and half damage on a miss.

4th Round: Hailstones rain down in the area, dealing 2d6+10 points of bludgeoning damage to all creatures in the area.

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has **concealment**. Creatures farther away are **fully concealed**. All creatures are **slowed**.

Suggestion

Arcane, Compulsion [Language-Dependent, Mind-Affecting]

Level: 5

Components: V, M

Action: Standard

Range: Close (5 squares)

Target: One living creature

Frequency: Encounter

Duration: 24 hours or until completed

Defense: Will

Unlike most spells, casting this spell can be hidden with a successful Bluff check vs. passive Sense Motive. This can fool the target as well as any observers even if the spell ultimately fails.

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

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

Creatures affected by this spell may not make a saving throw on their turn. If the creature or its allies are threatened by you or your allies, the spell is immediately broken.

Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Enhancements:

Level 11: This spell affects all creatures in a cube 5.

Summon Instrument

Arcane, Teleportation

Level: 1

Components: S

Action: Swift

Range: 0 squares

Frequency: Unlimited

Duration: Encounter

Prerequisite: The caster must be trained in the Perform skill

This spell summons one handheld musical instrument of your choice. This instrument must be one that you have attuned yourself to by playing it for at least one hour. The instrument appears in your hands or at your feet (your choice). You can't summon an instrument that is too large to be held in two hands. Any items that you have in your hands when you cast the spell switch places with the instrument while the spell lasts.

Unlike most spells, this one can be dismissed as a free action whereupon the instrument returns to the place from whence it came and any items that were in your hands return.

If the instrument is being held or carried by another creature, the spell fails.

Summon

Arcane/Divine/Nature, Summoning

Level: 1

Components: V, S

Action: Standard

Range: Close (5 squares)

Frequency: Encounter

Duration: Encounter

This spell uses magic to summon an extraplanar creature to a location you designate within range. It follows your commands to the best of its ability.

The creature that you summon and the nature of its subservience depends upon the area of mastery you used to acquire this spell. If you are an Arcane spellcaster, then the type of creature is one that you have located with research and is bound to you by a pre-arranged agreement. If you are a Divine spellcaster, then the creature is likely from a plane that shares your deity's alignment and has been bound to you by agents of your deity or by a mutual belief. If you are a Nature spellcaster, then the creature is typically an animal, elemental or vermin that considers you a friend and obeys your commands out of trust and respect.

Regardless of the nature of your bond it is a lasting one. Select the creature that you will summon with this spell when you first learn the spell. Whenever you cast this spell, it is the same creature that appears. The creature summoned by this spell must have a level of less than 1. Its statistics (attack bonuses, defense, skills, saving throws, and etc.) are typical for such a creature. Whatever creature you

select must be approved by your DM.

Creatures summoned by this spell are a material manifestation of the actual creature. The manifestation is, in most respects, the same as the actual creature but, because it is a manifestation, it can not die. Upon being reduced to 0 hit points, the manifestation vanishes. When summoned again, a new manifestation appears at full strength and vigor. The actual creature remembers everything its manifestations experience. Should you ever travel to the creature's home plane it will recognize you and act accordingly.

A summoned creature only acts on your command. Commanding the creature is a swift action. A command must be something that the creature can execute as a single swift action, move action or standard action. The creature's intelligence and whether you share a mutual language determines how complex a command the creature can follow. The creature can take an attack of opportunity against a mutual foe, but if it does so you may not make an attack of opportunity that is triggered by the same event.

If at any time you abuse your relationship with the creature, it ceases to respond to your *summon* spell. At the DM's option, this loss may permanent or temporary.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, earth, fire or water creature it is a spell of that type.

Enhancements:

This spell can be enhanced at any level. When you do, you may select a new, more powerful creature that is bound to you and responds to your summoning. The level of the creature summoned by this spell can be no greater than half the spell's level. If you wish, you can make the existing creature more powerful rather than selecting a new one. Use the following adjustments: +6 hit points, +1 to attack rolls, +1 to defenses, +1 to two skills and +2 to damage rolls.

Summon Swarm

Arcane/Divine/Nature, Summoning

Level: 3

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Frequency: Unlimited

Duration: Concentration

Prerequisite: *Summon*

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. You may summon the swarm so that it shares the area of other creatures. If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The swarm should be added to the initiative order as an independent creature. The caster has no control over its target or

direction of travel.

Material Component: A square of red cloth.

Enhancements:

Insect Plague – Level 6: You can use this spell to summon two swarms of bats, locusts, rats or spiders.

Creeping Doom – Level 9: You can use this spell to summon up to four swarms of bats, centipedes, locusts, rats or spiders.. As a move action, you can move each of the swarms up to 6 squares.

Inexorable Doom – Level 12: You can summon up to eight swarms. On your turn, you can spend a swift action to incite all swarms to use that swarm attack against those creatures they share a square with. This does not prevent the swarms from attacking as normal on their own turn.

Symbol

Arcane/Divine, Curse

Level: 9

Components: V, S, M

Action: Ritual

Range: Touch

Frequency: Unlimited

Duration: Permanent until triggered

Defense: Fortitude

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a symbol attacks all creatures within 60 feet (12 squares) who have line of effect to the symbol. The effect is dependent upon the type of symbol you create:

Symbol of Sleep All creatures hit by the spell are affected as if by the *sleep* spell.

Symbol of Pain All creatures hit by the spell suffer wracking pains for 1 hour and can not make saving throws against the effect. As a result, they lose all tokens and remain unable to gain or use tokens for hour afterwards. This is an instantaneous effect that can not be dispelled or removed with a saving throw.

Symbol of Fear All creatures hit by the spell become **panicked** until they make a successful Will save.

Until it is triggered, the *symbol* is inactive. To be effective, a *symbol* must always be placed in plain sight and in a prominent location. The *symbol* can not be placed on a mobile object as moving the *symbol* immediately removes the enchantment. Covering or hiding the rune renders the symbol ineffective, unless a creature removes the covering, in which case the symbol works normally.

As a default, a *symbol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning.

Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol's triggering conditions cannot be changed.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class and hit points don't qualify.

When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

You can identify a *symbol* with a DC 20 Spellcraft check. Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. The spell can be nullified with a Tinker check whose DC is equal to 10 + the spell's attack modifier. A failed check triggers the rune.

A *symbol* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell automatically removes a *symbol*. Destruction of the surface where a *symbol* is inscribed destroys the symbol but also triggers it.

Symbol can be made permanent with a *permanency* spell. After a permanent *symbol* has been triggered, it becomes inactive for 10 minutes, then can be triggered again as normal.

Material Component: Mercury and phosphorus, plus powdered diamond and opal worth 10,000gp.

Enhancements:

At higher levels you can create different types of symbols.

Level 11: *Symbol of Weakness* All creatures hit by the spell take 2d6 points of Strength damage and gain the **weakened** condition.

Level 12: *Symbol of Persuasion* This spell targets a creature's Will defense rather than Fortitude. All creatures hit by the spell receive a telepathic *suggestion* (as per that spell) defined by the caster when the rune was inscribed.

Level 13: *Symbol of Insanity* All creatures hit by the spell are struck with *insanity* as per the spell.

Level 14: *Symbol of Stunning* All creatures hit by the spell become **stunned**.

Level 16: *Symbol of Death* All creatures hit by the spell are affected as if hit by a *finger of death* spell.

Sympathetic Vibration

Arcane, Force [Sonic]

Level: 13

Components: V, S, F

Action: Ritual
Range: Touch
Target: One freestanding structure
Frequency: 24 hours
Duration: Concentration
Prerequisite: Caster must be trained in the Perform skill

By attuning yourself to a freestanding structure you can create a damaging vibration within it. Once it begins, the vibration deals 10 points of damage per round to the target structure. Hardness has no effect on the spell's damage. If the spell is cast upon a target that is not freestanding the spell has no effect.

Focus: A tuning fork.

Sympathy

Arcane/Nature, Enchantment [Mind-Affecting]
Level: 16
Components: V, S, M
Action: Ritual
Range: Close (5 squares)
Target: One location (up to a cube 8) or one object
Frequency: Unlimited
Duration: 24 hours
Defense: Will; see text

You cause an object or location to emanate magical vibrations that attract a specific kind of intelligent creature. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough unless you name an alignment subtype.

Creatures of the specified kind are attacked by the spell when they first enter the area or see the object. On a hit, the subject feels elated and pleased to be in the area or desires to touch or to possess the object. This compulsion is overpowering and a saving throw can not be used to resist it. On a miss, the creature is released from the enchantment, but is attacked by the spell again every 10 minutes as long as it remains in the area or can see the object.

Sympathy automatically dispels antipathy.

Material Component: 1,500 gp worth of crushed pearls and a drop of honey.

Telekinesis

Arcane, Force
Level: 1
Components: V, S
Action: Ritual
Range: Personal
Target: You
Frequency: Unlimited

Duration: 24 hours
Defense: Will; see text

You move an object or creature you can see by concentrating on it. The creature or object can not weigh more than 50 lbs. To use this ability on a creature that does not wish to be moved, you must hit the creature's Will defense.

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

The maximum speed you can move an object or creature is 3 squares (15 feet) per round. If you can no longer see the target or you cease concentration for any reason, the target falls or stops.

Enhancements:

Level 5: You can move a creature or object that weights up to 300 lbs rather than 50 lbs.

Level 6: As a standard action, you can use *telekinesis* to **grab** an opponent. Doing so requires a successful spellcasting attack against the creature's Fortitude defense. You need not concentrate to maintain the grab, but you must spend a swift action each round to maintain it. Since the spell is not affecting the creature directly, the grabbed creature can not use a saving throw to escape. Instead, a creature must use Acrobatics or Athletics as described in the Special Attacks section of Chapter 7: Combat. A creature that attempts to break the grab must beat your Will defense (rather than Fortitude) with its Athletics or Acrobatics skill check.

Level 7: As a standard action, you can use *telekinesis* to knock an opponent **prone** provided it is large-sized or smaller. Doing so requires a successful spellcasting attack against the creature's Reflex defense.

Level 8: As a standard action, you can use *telekinesis* to **grapple** an opponent that you have already grabbed with the spell. Doing so requires a successful spellcasting attack against the creature's Fortitude defense. Escaping the grapple follows the same rules as escaping a telekinetic grab (see above).

Level 9: As a standard action, you can hurl multiple available objects (e.g., rocks, furniture, etc.) at a target creature. Doing so requires a successful spellcasting attack against the creature's Reflex defense. On a hit, you deal 2d6+7 points of damage. On a miss, you deal half damage.

Level 10: As a standard action, you can violently hurl a large-sized or smaller creature to any location within range. Doing so requires a successful spellcasting attack against the creature's Fortitude defense. If the creature hits a wall, it takes 3d6+7 points of damage and falls **prone**. If the creature hits another creature, both creatures take half damage and fall **prone**.

Level 14: You can move a creature or object that weights up to 1000 lbs rather than 100 lbs. Special actions you can perform with this spell are limited to creatures that are huge-sized or smaller. Damage dealt from hurling creatures increases to 3d6+10.

Level 18: You can move a creature or object that weights up to 10,000 lbs rather than 1000 lbs. Special actions you can perform with this spell are limited to creatures that are gargantuan-sized or smaller. Damage dealt from hurling creatures increases to 4d6+20.

Telepathic Bond

Arcane, Detection

Level: 9
Components: V, S, M
Action: Ritual
Range: Close (5 squares)
Targets: Willing creatures in range
Frequency: Unlimited
Duration: 24 hours

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

Material Component: Pieces of eggshell from two different kinds of creatures.

Teleport

Arcane, Teleportation

Level: 10
Components: V
Action: Standard
Range: Touch
Target: You and touched objects and touched willing creatures
Frequency: Unlimited
Duration: Instantaneous

This spell instantly transports you to a designated destination, which may be up to 1000 miles away. Interplanar travel is not possible.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring up to three additional willing creatures and their gear. All subjects of the spell, including you, must touching at least one other subject.

To teleport safely, the destination must be a place that you have seen before. A masterpiece quality artistic rendering of a target destination is also sufficient. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. Some spells, such as *dimensional anchor*, prevent teleportation.

If you attempt to teleport to a location that you have not seen before the spell still functions. However, you typically end up in a random location.

Material Component: Amber dust to cover the area (cost 1,000 gp).

Enhancements:

Level 14: The Range of this spell becomes unlimited. In addition, you need not have seen the destination, but in that case you must have a unique description or depiction of the place to which you are teleporting. If you attempt to teleport with insufficient information you end up in a random

location.

Level 17: You can cast this spell as a Ritual upon a cube 3. The duration of the spell increases to 1 hour. Any creature who enters the area is teleported to a location you specify at the time of casting even if they do not wish to go. The spell fails if you attempt to teleport creatures into a solid object. At your option the teleportation can only function if it is triggered with a password. The teleportation area is virtually invisible and requires a passive Perception of 34 or higher to notice. The area can be made permanent with a *permanency* spell.

Temporal Stasis

Arcane, Amelioration

Level: 16

Components: V, S, M

Action: Standard

Range: Touch

Target: One creature

Frequency: 24 hours

Duration: Permanent

Defense: Fortitude

You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

This spell has no effect upon an unwilling creature who is of higher level than you are.

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

Time Stop

Arcane, Amelioration

Level: 18

Components: V

Action: Swift

Range: Personal

Target: You

Frequency: Encounter

Duration: 3 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 3 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the time stop is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the time stop has its normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or

flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

Tiny Hut

Arcane, Force

Level: 3

Components: V, S, M

Action: Ritual

Range: 0 squares

Target: Cube 3

Frequency: Unlimited

Duration: 24 hours

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. Creatures can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is always comfortable regardless of the temperature outside of the sphere. The hut also provides protection against all but the most severe weather including rain, dust, and sandstorms.

You can illuminate the hut upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have **full concealment**).

Material Component: A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Tongues

Arcane/Divine, Detection

Level: 10

Components: V

Action: Ritual

Range: Touch

Target: One willing creature

Frequency: Unlimited

Duration: 24 hours

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. Tongues does not enable the subject to speak with creatures who don't speak. This spell does not predispose any creature addressed toward the subject in any way. This spell does not grant the target creature literacy.

Touch of Idiocy

Arcane, Enchantment [Mind-Affecting]

Level: 2

Components: V, S

Action: Standard

Range: Touch

Target: Living creature touched

Frequency: Unlimited

Duration: Encounter

Defense: Reflex

On a hit, you reduce the target's mental faculties. Creatures affected by the spell can not use insight tokens and take a -5 competence penalty on Wisdom-based checks and Will saves, including saving throws to eliminate these penalties.

Transformation

Arcane, Shapechange

Level: 11

Components: V, S

Action: Swift or Immediate; see text

Range: Personal

Target: You

Frequency: Encounter

Duration: Encounter

You become stronger, tougher, faster, and more skilled in combat though at the expense of your spellcasting ability. While this spell is in effect, you lose the ability to cast spells.

Upon casting this spell you gain 8 power tokens, 8 speed tokens. Until the spell ends, you gain proficiency with all simple and martial weapons and can use your spellcasting attack modifier for all weapon attacks.

You can cast this spell as an immediate action just before you make an attack of opportunity.

Transmute Metal to Wood

Nature, Transmutation

Level: 14

Components: V, S

Action: Standard

Range: Long (20 squares)

Target: Cube 5

Frequency: 24 hours

Duration: Encounter

Defense: Fortitude

This spell enables you to change metal objects within its area to wood. Objects worn or carried by a creature are only affected if you successfully target the creature's Fortitude defense. Metal weapons affected by this spell will splinter and break if used. Any armor affected by this spell shatters when struck.

Since the spell affects objects rather than creatures, a saving throw does not end the effect.

Artifacts cannot be transmuted by this spell.

If you wish, you can cast this spell as a Ritual. If you do so, the Duration of the spell becomes instantaneous.

Transmute Mud to Rock

Nature, Transmutation [Earth]

Level: 9

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Cube 5

Frequency: Encounter

Duration: Instantaneous

Defense: Reflex; see text

This spell transforms normal mud or sand of any depth into soft stone (sandstone or a similar mineral) that has hardness 5.

Any creature in the mud when the spell is cast, becomes **entangled** if its Reflex defense is successfully targeted by the spell. On a miss, the creature manages to pull itself free before the area is fully hardened. A creature entangled by this spell can escape by making a DC 25 Strength as a standard action. A creature can also be freed by dealing 50 points of damage to the stone around it.

Material Component: Sand, lime, and water.

Transmute Rock to Mud

Nature, Transmutation [Earth]

Level: 3

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: Cube 3

Frequency: Encounter

Duration: Instantaneous

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily

molded or chopped. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

Creatures in the area who end up in mud, loose sand or dirt sink waist deep into the morass. Such creatures are **slowed** and can not take a five-foot step until they leave the area.

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

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations.

Enhancements:

Level 6: The area affected by this spell becomes a Cube 5.

Level 9: Stone softens into mud instead of clay. Creatures in the area sink and are **slowed**. They can not take a five-foot step until they leave the area. If this spell is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor as an area of effect attack that targets the Reflex defense of any creatures inside of or directly beneath the area. On a hit, the mud deals 4d6 points of bludgeoning damage or half damage on a miss.

Transport via Plants

Nature, Teleportation

Level: 12

Components: V, S

Action: Standard

Range: Touch

Target: You and adjacent willing creatures

Frequency: Unlimited

Duration: 1 round

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

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring up to eight additional willing creatures and their gear. All subjects of the spell, including you, must touching at least one other subject.

Trap the Soul

Arcane, Summoning, Necromancy

Level: 16

Components: V, S, F

Action: Ritual
Range: Touch
Target: One gem
Frequency: Unlimited
Duration: Permanent

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform.

You cast this spell upon the gem, optionally transforming it into an object of your choice of roughly the same size. Any creature who holds the gem and speaks a trigger word that you specify becomes trapped into the gem. Alternatively, you can prepare the object for a specific individual. In that case, the subject need only willfully pick up the object or accept it into its possession to activate the trap.

Focus: A gem of at least 20,000 gp value.

Trapsense

Divine, Detection
Level: 3
Components: V, S
Action: Ritual
Range: Touch
Target: One willing creature
Frequency: 24 hours
Duration: 24 hours; see text

The subject gains intuitive sense of impending danger from traps and hazards that were created with deliberate and malicious intent. Should the subject be affected by a trap she may choose to do one of the following:

- change her location by one square. In effect, the spell alters the normal course of events slightly as if the subject had taken a slightly different action. If this change prevents the trap from being sprung (e.g., not stepping into a pit trap or onto a pressure plate) then the trap remains un sprung but you gain a strong sense of danger from that area.
- If the trap targets one of the subject's defenses, she can temporarily add +5 to that defense (as if you had spent 5 tokens) for that attack.

You can only use this spell once to defend yourself from a trap. Whether this use is successful or not, the spell expires immediately.

Tree Shape

Nature, Shapechange
Level: 3
Components: V, S
Action: Standard
Range: Personal
Target: You

Frequency: Unlimited
Duration: 24 hours

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. All clothing and gear carried or worn changes with you. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although inspection with the Spellcraft skill reveals a faint aura.

While in tree form, you are effectively **paralyzed** but you can observe all that transpires around you just as if you were in your normal form. Attacks against the tree affect you normally. Effects that target your Reflex defense automatically hit. You are considered to have a hardness of 8 for the duration of this spell.

Tree Stride

Nature, Teleportation
Level: 9
Components: V, S
Action: Swift
Range: Personal
Target: You
Frequency: Unlimited
Duration: Encounter

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within 1 mile and may choose whether you want to pass into one or simply step back out of the tree you moved into.

Entering or exiting a tree is part of a move and does not require any additional action. You can bring gear with you into a tree up to your maximum load.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

True Seeing

Arcane/Divine/Nature, Detection
Level: 12
Components: V, S
Action: Swift
Range: Touch
Target: Willing creature touched
Frequency: 24 hours
Duration: Encounter

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

True seeing, however, does not penetrate solid objects. 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. Unless stated otherwise, this spell's effects cannot be further enhanced with known magic; so one cannot use *true seeing* through a crystal ball or in conjunction with *clairaudience/clairvoyance*.

True Strike

Arcane, Divination

Level: 1

Components: S

Action: Swift or Immediate

Range: Personal

Target: You

Frequency: Encounter

Duration: 1 round

You gain a +2 magic bonus to your next attack roll provided you make the attack before the spell expires. This spell can be cast as an immediate action to enhance an opportunity attack.

Enhancements:

This spell can be enhanced at any level up to 5th. When enhanced, the attack bonus increases to twice the spell's level (maximum: +10).

Undeath to Death

Arcane/Divine, Necromancy

Level: 11

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Cube 5

Frequency: 24 hours

Duration: Instantaneous

Defense: Will; see text

This spell snuffs out the life force of undead creatures, destroying them instantly.

Any undead creature of 7th level or less that is hit with this spell is instantly destroyed. On a miss, the creature is **stunned** for one round.

Any creature of 8th level or more that is hit with this spell is **stunned** for one round. On a miss, the creature gains the **shaken** condition.

Material Component: The powder of a crushed diamond worth at least 500 gp.

Enhancements:

You can enhance this spell at any level. When you do so, the maximum level of creature you can kill is equal to the spell's level minus 4.

Unhallow

Divine/Nature, Hallowed [Evil]

Level: 9

Components: V, S, M

Action: Ritual

Range: Touch

Target: See text

Frequency: 1 month

Duration: Instantaneous; see text

Prerequisite: Caster must not have the Good subtype

Unhallow makes a particular site, building, or structure a unholy site. Casting this spell takes 24 hours. The spell has these major effects.

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

Second, a corpse brought to the unhallowed site can have the *animate dead* spell cast upon it without the need for a material component.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again. A *dispel magic* (or similar effect) can remove the spell effect but not the *unhallow* itself.

Spell effects that may be tied to a unhallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *death ward*, *deeper darkness*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *light*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. (See the individual spell descriptions for details.)

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

Material Component: Herbs, oils, and incense worth at least 4,000 gp.

Unholy Aura

Divine, Abjuration/Hallowed [Evil]

Level: 15

Components: V, S

Action: Swift

Range: Close (5 squares)

Target: You and all willing allies within range

Frequency: Encounter

Duration: Encounter

Defense: See text

Prerequisite: Caster must have the Evil subtype

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by Good creatures, and causing Good creatures to become progressively weaker when they strike the subjects. This abjuration has these effects:

- Each warded creature gains 8 tokens of its choice.
- Each warded creature automatically succeeds on saving throws versus spells cast by creatures with the Good subtype.
- Each warded creature is immune to possession, *dominate*, *charm* or similar effects made by creatures with the Good subtype.
- If creature with the Good subtype succeeds on a melee attack against a warded creature, the offending attacker takes 4 points of Strength damage.

Unholy Blight

Divine, Hallowed [Evil]

Level: 7

Components: V, S

Action: Swift

Range: Medium (10 squares)

Target: Cube 5

Frequency: Encounter

Duration: Instantaneous

Defense: Will

Prerequisite: Caster must have the Evil subtype

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only creatures with the Good subtype are affected by this spell. The spell affects all Good creatures in the area. On a hit, a creature becomes **sickened**. Whether the spell hits or misses, the spell deals 2d8+12 points of damage.

Enhancements:

Level 10: The spell deals 2d8+20 points of damage.

Level 13: The spell deals 2d8+30 points of damage.

Unseen Servant

Arcane, Summoning

Level: 2

Components: V, S, M

Action: Ritual

Range: Close (5 squares)

Frequency: 24 hours

Duration: 24 hours

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10. Its speed is 3 squares.

The servant cannot attack in any way; it is never allowed an attack roll. Attacks against the servant always hit and destroy it instantly. If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

When casting the spell, you can specify other creatures that are allowed to give it commands.

If unseen servant is made permanent with a *permanency* spell it persists even after you move out of range.

Material Component: A piece of string and a bit of wood.

Vampiric Touch

Arcane, Necromancy

Level: 5

Components: V, S

Action: Standard

Range: Touch

Target: Living creature touched

Frequency: Unlimited

Duration: Instantaneous

Defense: Reflex

On a hit, you deal 2d6+2 points of damage to the target. You gain temporary hit points equal to the damage you deal. The temporary hit points dissipate at the end of the encounter.

Enhancements:

Level 7: The spells deals 3d6+2 points of damage.

Level 9: The spells deals 3d6+5 points of damage.

Level 11: The spells deals 4d6+5 points of damage.

Level 13: The spells deals 4d6+10 points of damage.

Veil

Arcane, Illusion

Level: 1

Components: V, S

Action: Standard

Range: Personal

Target: You

Frequency: Unlimited

Duration: 1 hour

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 magic bonus on the associated Bluff check.

Enhancements:

Level 3: The illusion also hides audible and olfactory elements. So, for example, a creature in chain mail armor who appears to be wearing an evening gown makes rustling noises instead of jingling and clinking noises and might smell of perfume rather than sweat.

Level 5: At the time of casting, you can select creatures within in range whom you wish to not see the illusion. Instead, these creatures see a faint outline of the illusory elements but it does not impede their perception of reality.

Level 6: The duration of this spell increases to 24 hours.

Level 9: The spell now has a Range of 0 squares and Target of a Cube 3. It affects all willing creatures in the area. The caster selects the appearance of each subject's illusion.

Ventriloquism

Arcane, Illusion

Level: 1

Components: V, F

Action: Ritual

Range: Personal

Target: You

Frequency: Unlimited

Duration: 24 hours

You can make your voice (or any sound that you make vocally) seem to issue from anywhere within 5 squares of you. When you do this, your lips and mouth appear motionless as you make the sound.

When casting spells that have a verbal component but no somatic component and no visible effect, you can use this spell to disguise your spellcasting with a Bluff check opposed by observers' passive Sense Motive.

Focus: A parchment rolled up into a small cone.

Virtue

Divine/Nature, Amelioration

Level: 1

Components: V, S

Action: Swift

Range: Medium (10 squares)

Target: All willing allies in range

Frequency: Unlimited

Duration: Encounter

Each subject gains 2 temporary hit points.

Enhancements:

Level 5: The spell grants 3 temporary hit points.

Level 10: The spell grants 4 temporary hit points.

Level 15: The spell grants 5 temporary hit points.

Wail of the Banshee

Arcane, Curse [Death, Sonic]

Level: 18

Components: V

Action: Standard

Range: 0 squares

Target: Cube 7

Frequency: 24 hours

Duration: Instantaneous or 1 round; see text

Defense: Fortitude

You emit a terrible scream that affects all enemies in the area. On a hit, the creature's internal organs cease to function and it begins to die over the course of 1 round. If the target can make a successful saving throw before your next turn, then that creature can shake off the effect and takes 50 points of damage, 2d6 points of Constitution damage and is **stunned** instead.

Wall of Fire

Arcane/Nature, Evocation [Fire]

Level: 8

Components: V, S, M

Action: Standard

Range: Medium (10 squares)
Target: Wall 30
Frequency: Encounter
Duration: Encounter

An immobile, blazing curtain of shimmering violet fire springs into existence. This spell can be invoked so that it appears where creatures are. A wall of fire can be used to gain **concealment** but not **full concealment**.

The wall deals 2d6+10 points of fire damage to any creature that enters a square occupied by the wall. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

Once per round, as a swift action, you can cause the wall to flare up and burn all enemies that are adjacent to it. Such creatures take 2d6 points of fire damage.

Material Component: A small piece of phosphorus.

Enhancements:

Level 10: The spell deals 3d8+13 points of fire damage to creature inside of it and 3d8 damage to adjacent creatures with a swift action.

Level 12: The spell deals 3d10+18 points of fire damage to creature inside of it and 3d10 damage to adjacent creatures with a swift action.

Level 14: The spell deals 4d10+20 points of fire damage to creature inside of it and 4d10 damage to adjacent creatures with a swift action.

Level 16: The spell deals 4d12+25 points of fire damage to creature inside of it and 4d12 damage to adjacent creatures with a swift action.

Wall of Force

Arcane, Force

Level: 10

Components: V, S, M

Action: Standard

Range: Close (5 squares)

Target: Wall 30

Frequency: 24 hours

Duration: Encounter

This spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a rod of cancellation, a sphere of annihilation, or a *mage's disjunction* spell. As a standard action, a creature can attempt to burst an adjacent *wall of force* with an Athletics check (DC 30).

Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material

floors and ceilings). Gaze attacks can operate through a wall of force.

Unlike other wall spells, a wall of force must be cast so that it forms a single, vertical plane (no right angles). If the caster attempts to create a wall that occupies the same square as any object or creature, the spell fails.

Material Component: A pinch of powder made from a clear gem.

Wall of Ice

Arcane, Evocation [Cold]

Level: 7

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Wall 30

Frequency: Encounter

Duration: Encounter

Defense: Reflex; see text

This spell creates a sheet of strong, hard ice. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created.

The wall can be breached with physical force. Each 5-foot square section has 20 hit points. A section of wall whose hit points drop to 0 is breached. A section of the wall can also be breached by a DC 22 Athletics check as part of a move action. Even when the ice has been broken through, an intangible sheet of frigid air remains. Any creature stepping through it takes 2d6+10 points of cold damage.

Material Component: A small piece of quartz or similar rock crystal.

Enhancements:

Level 10: Each wall section has 25 hit points and can be broken with a DC 25 Athletics check. The wall deals 2d8+15 points of cold damage.

Level 13: Each wall section has 30 hit points and can be broken with a DC 28 Athletics check. The wall deals 3d8+20 points of cold damage.

Level 16: Each wall section has 40 hit points and can be broken with a DC 30 Athletics check. The wall deals 3d12+25 points of cold damage.

Wall of Iron

Arcane, Conjuraction

Level: 11

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Wall 20

Frequency: Encounter

Duration: Instantaneous

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

The wall can be breached with physical force. Each 5-foot section of the wall has 90 hit points and hardness 10. A section of wall whose hit points drop to 0 is breached. A section of the wall can also be breached by a DC 35 Athletics check as a move action.

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

Material Component: A small piece of sheet iron plus gold dust worth 50 gp.

Enhancements:

Level 12: The *wall of iron* can be summoned so that it is not firmly supported by the ground. An unsupported wall can be pushed over with a DC 25 Athletics check as a standard action. If this happens, creatures on the other side whose Reflex defense is less than 20, take 2d6+30 points of damage and are **grappled** by the wall. Treat the wall as having a Fortitude defense of 20 for the purposes of escaping from its grapple.

Wall of Stone

Arcane/Divine/Nature, Conjunction [Earth]

Level: 10

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Wall 20

Frequency: Encounter

Duration: Instantaneous

This spell creates a wall of stone. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike other wall spells, a wall of stone can be used to create an arch, a bridge across an opening in the ground or a ramp between ground at different levels. If used in this way, both ends of the structure must still be firmly seated upon the ground.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square section of the wall has 30 hit points and hardness 8. A section of wall whose hit points drop to 0 is breached. A block of the wall can also be breached by a DC 24 Athletics check as a standard action.

Material Component: A small block of granite.

Enhancements:

Level 11: A wall of stone can be used to create a 15 ft. by 15 ft box (10 ft. high) that entraps a

Medium-sized or smaller creature within it. When used in this manner, the spellcaster must successfully target the creature's Reflex defense.

Wall of Thorns

Nature, Conjunction

Level: 9

Components: V, S

Action: Standard

Range: Medium (10 squares)

Target: Wall 35

Frequency: Encounter

Duration: 24 hours

A wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger.

Creatures moving through the wall move at half their speed. Whenever a creature enters a square occupied by the wall, it takes 3 points of damage. A creature in medium armor takes only 2 points of damage per square. A creature in heavy armor takes 1 point of damage per square. Creatures with the Woodland Stride feat or equivalent can pass through a wall of thorns at normal speed without taking damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends.

A wall of thorns can be breached by physical damage. Each 5-foot cubical area of the wall has 15 hit points.

Despite its appearance, a wall of thorns is not actually a living plant, and thus is unaffected by spells that affect plants.

Warp Wood

Nature, Transmutation

Level: 3

Components: V, S

Action: Standard

Range: Close (5 squares)

Target: 1 wooden object

Frequency: Unlimited

Duration: Instantaneous

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped weapons are useless.

You may warp one object of 15 cubic feet or smaller. Alternatively, you can affect a 15 cubic foot section of a larger object. You can combine multiple consecutive warp wood spells to warp (or unwarp) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Enhancements:

Level 4: You can warp a wooden object into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. A shape that includes moving parts simply doesn't work.

Water Breathing

Arcane/Divine/Nature, Amelioration

Level: 5
Components: V, S, M
Action: Ritual
Range: 0 squares
Target: Cube 3
Frequency: Unlimited
Duration: 24 hours

Willing creatures in the area gain the ability to breathe both air and water freely.

Material Component: A short reed or piece of straw.

Water Walk

Divine/Nature, Amelioration [Water]

Level: 4
Components: V, S
Action: Ritual
Range: 0 squares
Target: Cube 3
Frequency: Unlimited; but only one spell may be active at one time
Duration: 24 hours

Willing creatures in the area can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Web

Arcane, Conjunction

Level: 4

Components: V, S, M

Action: Standard

Range: Medium (10 squares)

Target: Wall 20

Frequency: Encounter

Duration: Encounter

Defense: Reflex

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. The area created by a web must be anchored between two opposed surfaces (e.g., a ceiling and floor) or else the web collapses upon itself.

Creatures who are caught within the area of the web are targeted by the spell. On a hit, the creature becomes **entangled** among the gluey fibers. A creature entangled by a web spell can only break free with a DC 20 Athletics or Acrobatics check. A saving throw can not be used to remove the entangled effect.

Each square occupied by a web is difficult terrain that **slows** creatures who move within it.

The web provides obscurement to creatures inside of it. Creatures inside that are at the edge of the web's area of effect have **cover** and **concealment** from those outside of it. Creatures deeper in the web have **full cover** from those outside of it. If you are in the web, creatures adjacent to you have cover and creatures further away have full cover.

The strands of a web spell are flammable. A source of fire that is at least the size of a torch instantly melts all webs in the squares that it occupies.

Web can be made permanent with a *permanency* spell. A permanent *web* that is damaged regrows in 10 minutes.

Material Component: A bit of spider web.

Whirlwind

Nature, Force [Air]

Level: 15

Components: V, S

Action: Standard

Range: Long (20 squares)

Target: Cube 1; see text

Frequency: 24 hours

Duration: Encounter

Defense: Reflex; see text

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or

over water. The bottom tip of this cyclone occupies a cube 1, but the entire spell effect is much larger.

Once per round as a swift action, you can move the cyclone up to 12 squares. Each creature whose space the cyclone passes through is attacked by the spell. On a hit, the creature takes 3d6 points of damage and is knocked **prone**. Treat this as an area-of-effect attack.

If the cyclone begins or ends your turn in a space occupied by a Medium or smaller creature, then that creature is automatically hit by the spell. Furthermore, you can spend a standard action to lift the creature into the cyclone and hurl it up to 10 squares in any direction. Such creatures take 2d6+20 points of damage upon hitting the ground or other hard surface.

Flying creatures within 10 squares of the bottom tip of the cyclone are affected as if the cyclone had passed through their space. Flying creatures within 5 squares of the bottom tip of the cyclone are treated as if they were inside it. They automatically take damage and can be hurled as described above.

Whispering Wind

Arcane/Nature, Teleportation [Air]

Level: 2

Components: V, S

Action: Standard

Range: 5 miles

Frequency: Unlimited

Duration: 1 hour or until discharged

You send a message or sound on the wind to a designated spot within range that is familiar to you. The *whispering wind* travels at a speed of 5 miles per hour. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

The spell can bear a message of no more than twenty-five words. It can also deliver non-verbal audible effects of similar duration.

Whispering wind cannot speak verbal components, use command words, or activate magical effects.

Wind Walk

Divine/Nature, Shapechange [Air]

Level: 12

Components: V, S

Action: Ritual

Range: 0 squares

Target: Cube 3

Frequency: Unlimited

Duration: 24 hours

This spell affects all willing creatures in the area. It alters the substance of the subjects' bodies to a

cloudlike vapor (as the *gaseous form* spell). Vaporous creatures can then move through the air at speeds of up to 60 miles per hour. Wind walkers are not invisible but rather appear, at a distance, to be fast moving clouds. A DC 30 Perception check discerns their humanoid forms at a distance. Up close, the form is obvious.

A wind walker can switch freely between its cloud form and physical form. Switching between forms requires a standard action.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends to the ground.

Wind Wall

Arcane/Divine/Nature, Force [Air]
Level: 3
Components: V, S, M
Action: Standard
Range: Medium (10 squares)
Target: Wall 20
Frequency: Encounter
Duration: Encounter

An invisible vertical curtain of wind appears in the designated area. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. Tiny creatures can not enter the space occupied by the wall. Loose materials, Small flying creatures and cloth garments fly upward when caught in a *wind wall*. Ranged weapon attacks are deflected upward and miss, (Giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall.

Material Component: A tiny fan and a feather of exotic origin.

Wish

Arcane
Level: 18
Components: V
Action: Standard
Range: See text
Target: See text
Frequency: 24 hours
Duration: See text
Defense: See text

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even *wish*, however, has its limits.

When cast as a standard action, *wish* can do any of the following things:

- Duplicate any spell of 16th level or lower that falls within your areas of mastery.
- Duplicate any other spell of 14th level or lower regardless of your areas of mastery.
- Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
- Create a nonmagical item of up to 25,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Transport travelers. A wish can teleport up to a dozen creatures from anywhere on any plane to anywhere else on any plane regardless of local conditions. Transporting an unwilling creature requires that you successfully target its Will defense.
- Undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). The reroll, however, may be as bad as or worse than the original roll.
- Have any effect whose power level is in line with the above effects.

You may try to use a wish to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

If you use *wish* to duplicate a spell, you are subject to the restrictions of that spell in terms of Range, Target, Duration and Defense.

Word of Chaos

Divine, Hallowed

Level: 14

Components: V

Action: Standard

Range: Close (5 squares)

Target: One extraplanar creature

Frequency: 24 hours

Duration: Instantaneous

Defense: Will

Prerequisite: *Banishment*; Caster must have the Chaotic subtype

All creatures with the Lawful subtype that are within the area of a *word of chaos* spell are affected. If you hit a target who is higher level than you it becomes **immobilized** and **dazed**. If you hit a target whose level is equal to or lower than yours, it becomes **stunned**. On a miss, a target whose level is equal to or lower than yours is still **dazed** and **immobilized**.

Furthermore, if you are on your home plane when you cast this spell, any creature with the Lawful subtype that is within the area of the *word of chaos* spell is affected as if by a *banishment* spell cast by you.

Zone of Truth

Divine, Enchantment [Mind-Affecting]

Level: 4

Components: V, S

Action: Standard

Range: 0 squares

Target: Cube 7
Frequency: Encounter
Duration: Encounter

When you cast this spell, all creatures within the area receive a -10 penalty to Bluff checks associated with lies and similar verbal evasion. This penalty is in effect for the duration of the spell and can not be resisted with a saving throw. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie.

Enhancements:

Level 9: The penalty to Bluff checks changes to -15.

Level 14: The penalty to Bluff checks changes to -20.

A Complete List of Spells that have been Removed

This is a list of spells that were in the core rules, that are no longer in the game along with a brief explanation of what happened to it. In many cases, the spell still exists as an enhancement to some other spell.

"Mass" spells and "Greater/Lesser" spells merged with their root spell.

Acid Fog - merged with Solid Fog

Alter Self - becomes Alter Form

Analyze Dweomor - Use the Spellcraft skill

Animal Growth - merged with Enlarge Creature (too easily abused)

Animal Shapes - merged with Alter Form/Polymorph

Anti-Magic Field - too easy to abuse and a fun-killer

Arcane Mark - becomes Arcane Rune

Baleful Polymorph - merged with polymorph

Call Lightning Storm - merged with Call Lightning

Cause Fear - merged with Fear

Charm Monster/Person - merged together into Charm

Control Plants - renamed to Charm Plants

Control Undead - renamed to Command Undead

Creeping Doom – merged with Summon Swarm

Daylight - merged with Light

Daze Monster - merged with Daze

Deeper Darkness - merged with Darkness

Deep Slumber - merged with Sleep

Delay Poison - merged with Neutralize Poison.

Delayed Blast Fireball - merged with Fireball

Detect <alignment> - is now the Detect Diametric feat

Detect Magic - part of the Spellcraft skill

Detect Poison - removed. Use a Knowledge skill instead

Detect Secret Doors - removed. Use Passive perception instead

Detect Snares and Pits - removed. Use Passive perception instead

Detect Undead - removed. This is now part of the Detect Diametric feat

Disguise Self - merged with Veil

Dismissal - merged with Banishment

Dispel <alignment> - is now the Dispel Diametric feat

Dominate Animal/Person/Monster - merged with one Dominate spell
Enervation - merged with Energy Drain
Enlarge Person - becomes Enlarge Creature
Etherealness - merged with Ethereal Jaunt
Find Traps - becomes Trapsense
Heal Mount - becomes Heal Companion
Insect Plague – merged with Summon Swarm
Lullaby - merged with Sleep
Mage's Lucubration - merged with Mnemonic enhancer?
Magic Jar - made an 18th level spell. Too powerful!
Major/Minor Creation - merged with Fabricate
Major Image/Minor Image/Silent Image/Persistent/Permanent Image/Programmed Image – combined into the Image spell
Mirage Arcana - merged with Hallucinatory Terrain
Obscuring mist - merged with Fog Cloud
Open/Close - merged with Knock
Overland Flight - merged with fly
Prayer - merged with Bless
Project Image - merged with Mislead
Protection from <Alignment> - renamed to Resist <Alignment>
Rainbow Pattern - merged with Hypnotic Pattern
Raise Dead - merged with Resurrection
Ray of Exhaustion/Touch of Fatigue/Waves of Fatigue/Waves of Exhaustion - all merged with Fatigue
Righteous Might - merged with Divine Power
Scare - merged with Fear
Sculpt Sound - two small of a niche. Never used.
Seeming - merged with Veil
Soften Earth and Stone - merged with transmute rock to mud
Spell Resistance - SR no longer exists
Spike Growth - merged with Spike Stones
Status - merged with Deathwatch
Summon Monster/Nature's Ally - all combined into one spell: Summon
Symbol of X - all merged into a single spell
Sunbeam - merged with Light

Sunburst - merged with Light

Telekinetic Sphere - merged with resilient sphere

Teleportation Circle - merged with teleport

True Resurrection - merged with Resurrection

Undetectable Alignment – merged with Misdirection

Vision - merged with Legend Lore

Weird - merged with Phantasmal Killer

Wood Shape - merged with warp wood

Word of Recall - merged with Refuge

Zone of Silence - merged with Silence