

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# Grimoire Tempestus







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## ALCHEMIST SPELLS

### 1st-Level Alchemist Spells

**Bioluminescence:** Subject emits dim light that cannot be countered or dispelled by darkness.

### 2nd-Level Alchemist Spells

**Blazing Trail:** Your speed increases by 30 feet; those in your wake suffer 2d4 fire damage.

### 3rd-Level Alchemist Spells

**Bellowing Breath:** Breathe as if casting *gust of wind* up to 20 ft. per point of Constitution.

### 4th-Level Alchemist Spells

**Catalyze Energy:** Take no damage from one element and distribute damage you would have taken among other subjects.

### 5th-Level Alchemist Spells

**Alchemist's Revenge:** Become nauseated, vomit caustic bile and explode hours later, dealing 10 points of damage per level.

### 6th-Level Alchemist Spells

**Electric Eye:** Your gaze deals 4d6 electricity damage once per round as a free action.

## ANTIPALADIN SPELLS

### 1st-Level Antipaladin Spells

**Righteous Brand:** Subject takes extra damage from your attacks equal to the number of steps between your alignments.

### 2nd-Level Antipaladin Spells

**Darkblade:** Weapon deals additional 1d6 points of cold damage, may blind targets.

### 3rd-Level Antipaladin Spells

**Rime:** Ice slides creatures that end their movement on top of it 5 ft. in any direction.

### 4th-Level Antipaladin Spells

**Freezing Aura:** Liquid within 20 ft. of you freezes.

## BARD SPELLS

### 0-Level Bard Spells

**Resonance:** Amplify sound to travel 100 ft. further and decrease DC to hear it by -4.

### 1st-Level Bard Spells

**Arcane Extraction:** Scrap magic item into arcane dust worth 10d6% of its base value.

**Deceiver's Trail:** Subject leaves tracks of your design.

**Voluscript<sup>F</sup>:** Humanoid creature grapples themselves.

### 2nd-Level Bard Spells

**Igniscript<sup>F</sup>:** Creatures in a predetermined pattern of 8 5-ft. squares suffer 4d6 elemental damage.

**Sonic Blade:** Weapon creates sonic waves that deal 3d6 damage and knock creatures back.

**Song of Ice:** Enchant weapons with 1d6 cold damage plus hits lower initiative.

### 3rd-Level Bard Spells

**Bellowing Breath:** Breathe as if casting *gust of wind* up to 20 ft. per point of Constitution.

**Sudden Cleave:** Subject's attack targets a number of additional creatures equal to half your casting modifier.

**Song of Fire:** Enchant weapons with 1d6 fire damage plus 1d10 on a critical hit and cut through certain spell effects.

### 4th-Level Bard Spells

**Discordant Signals:** Abrasive stimuli negate blindsense, blindsight or tremorsense; may daze creatures with those senses.

**Partiscript<sup>F</sup>:** Creatures in a 5-ft.-radius spread are pushed back and trapped in a cube of force.

**Saving Finale, Grand:** One subject/level rerolls failed saving throw.

### 5th-Level Bard Spells

**Dracoscript<sup>F</sup>:** One creature suffers damage as if a dragon with HD equal to your level + 5 had attacked them.

**Song of Storms:** Rain ends fire spells' effects, prevents fire spells from being cast and deals 10d6 damage to fire creatures.

### 6th-Level Bard Spells

**Furious Blow:** Subject's next attack



**Beam of Electricity:** 50-ft. cylinder dazes and deals 6d6 points of electricity damage +6d6 each round to the first creature it hits.

**Electric Eye:** Your gaze deals 4d6 electricity damage once per round as a free action.

**Rings of Fire:** Burning rings snare creatures and deal 3d6 points of fire damage.

**Thunder Hawk:** A hawk of thunder and lightning deals damage to, deafens and staggers creatures it passes through.

**Wave of Ice:** Huge wave deals 10d6 damage and knocks those in its path prone.

## PALADIN SPELLS

### 1st-Level Paladin Spells

**Righteous Brand:** Subject takes extra damage from your attacks equal to the number of steps between your alignments.

### 2nd-Level Paladin Spells

**Lightblade:** Weapon deals additional 1d6 points of damage, may blind targets.

### 3rd-Level Paladin Spells

**Shepherd's Light:** Creatures receive +1 to AC and saving throws while praying in the area, undead suffer 1d6 damage for each prayer.

### 4th-Level Paladin Spells

**Blazing Tabard:** Tabard of fire sheds light, grants +4 AC and damages attackers.

## RANGER SPELLS

### 1st-Level Ranger Spells

**Deceiver's Trail:** Subject leaves tracks of your design.

### 2nd-Level Ranger Spells

**Snow Trap:** Snow entangles the next creature to step into it.

### 3rd-Level Ranger Spells

**Burning Caltrops:** Four fiery prongs extend from granular material to slow creatures and deal 5d4 fire damage.

### 4th-Level Ranger Spells

**Shrapnel Shot:** Projectile shatters on impact dealing 2d6 piercing damage and 2d6 bleed

damage.

## SORCERER/WIZARD SPELLS

### 0-Level Sorcerer/Wizard Spells

**Persistent Force:** Applies up to 5 lbs./level of constant, directional force.

### 1st-Level Sorcerer/Wizard Spells

**Arcane Extraction:** Scrap magic item into arcane dust worth 10d6% of its base value.

**Deceiver's Trail:** Subject leaves tracks of your design.

**Empower Conjunction:** Creatures summoned by your next spell gain a +2 bonus to attack.

**Ice Cascade:** Eruptions of ice deal up to 3d6, 2d6 and 1d6 cold damage to 3 creatures.

**Immolate:** Subject catches on fire and suffers 5 extra fire damage from other sources.

**Thunder Whip:** Whip of electricity deals 1d6 damage and may deafen targets.

### 2nd-Level Sorcerer/Wizard Spells

**Arcane Surge:** Gain +5 bonus to overcome SR, decreases by -1 each round.

**Blazing Trail:** Your speed increases by 30 feet; those in your wake suffer 2d4 fire damage.

**Chain Lightning, Least:** Primary target suffers 1d6 electricity damage/level (max 5d6); 2 secondary targets suffer half.

**Elemental Primer, Acid:** Your next acid spell may blind you and one subject.

**Elemental Primer, Cold:** Suffer 3d6 damage; your next cold spell may entangle and fatigue subjects.

**Elemental Primer, Electricity:** Your next electricity spell may daze you and one subject.

**Elemental Primer, Fire:** Your next fire spell may set you and subjects ablaze.

**Frost Tie:** Frost ties weapons, making it a full-round action to draw one.

**Orbit:** Object becomes weightless as it orbits you and you may retrieve it as a free action.

**Rime:** Ice slides creatures that end their movement on top of it 5 ft. in any direction.

**Soul of Fire:** Gain resist fire 10, remain comfortable in hot environments and set attackers on fire.

**Tremors:** The ground quakes, creating difficult terrain, knocking creatures that move prone and negating tremorsense.



## 0-Level Summoner Spells

**Persistent Force:** Applies up to 5 lbs./level of constant, directional force.

## 1st-Level Summoner Spells

**Deceiver's Trail:** Subject leaves tracks of your design.

**Empower Conjunction:** Creatures summoned by your next spell gain a +2 bonus to attack.

## 2nd-Level Summoner Spells

**Glacial Torrent:** Arcing ice freezes a conjured creature and launches them into another creature within range.

## 3rd-Level Summoner Spells

**Frost Fox:** A fox of snow and ice deals 2d6 cold damage to creatures it passes through and evades attacks of opportunity.

## 4th-Level Summoner Spells

**Fire Steed:** A headstrong horse of fire deals damage to creatures it passes through; you and one creature may ride it.

## 5th-Level Summoner Spells

**Eidolic Nova:** Your eidolon suffers 42 damage, erupts into a nova, deals 15d6 damage and pulls creatures adjacent to it.

## 6th-Level Summoner Spells

**Thunder Hawk:** A hawk of thunder and lightning deals damage to, deafens and staggers creatures it passes through.

## WITCH SPELLS

### 0-Level Witch Spells

**Lips of Darkness:** Blow out one unprotected flame or *light* spell.

### 1st-Level Witch Spells

**Bioluminescence:** Subject emits dim light that cannot be countered or dispelled by darkness.

**Deceiver's Trail:** Subject leaves tracks of your design.

**Electric Barb:** Barb of electricity deals 2d6 damage per round, causes 1d6 points of bleed if removed hastily.

**Immolate:** Subject catches on fire and suffers

5 extra fire damage from other sources.

### 2nd-Level Witch Spells

**Chain Lightning, Least:** Primary target suffers 1d6 electricity damage/level (max 5d6); 2 secondary targets suffer half.

**Rime:** Ice slides creatures that end their movement on top of it 5 ft. in any direction.

### 3rd-Level Witch Spells

**Bolt of Displacement:** You and creatures in one 5-ft. square suffer 3d6 electricity damage and may swap places.

**Rock Friend, Lesser:** Call rocks to your aid, dealing 1d6 damage, knocking creatures prone and forming a Small earth elemental.

**Soul of Frost:** Gain resist cold 10, remain comfortable in cold environments and entangle attackers.

### 4th-Level Witch Spells

**Chain Lightning, Lesser:** Primary target suffers 1d6 electricity damage/level (max 10d6); 1 secondary target/2 levels suffer half.

### 5th-Level Witch Spells

**Rock Friend:** Call rocks to your aid, dealing 2d6 damage, knocking creatures prone and forming a Medium earth elemental.

### 6th-Level Witch Spells

**Frigid Chrysalis:** Ice shelters the subject from harm but deals 1 cold damage each round.

### 7th-Level Witch Spells

**Cord of Juncture:** Electric current pulls and holds two creatures next to each other while dealing 2d6 damage.

**Rock Friend, Greater:** Call rocks to your aid, dealing 3d6 damage, knocking creatures prone and forming a Huge earth elemental.

### 8th-Level Witch Spells

**Wild Fire:** 3 fire spirits dance around subjects, dealing 4d6 fire damage each.

### 9th-Level Witch Spells

**Curse Elements:** Spells within 300 ft. of you with the cold, electricity or fire descriptor may target the caster.



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

The subject leaves tracks in a shape of your design. The tracks may be left as if the subject were up to two sizes smaller or two sizes larger than they are. You may choose to exaggerate the subject's tracks, lowering the DC of skill checks made to find, identify and follow the tracks by -5.

This spell does not change the appearance of the subject's feet.

### DEVOUR SPIRIT

**School** evocation [force]; **Level** inquisitor 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one incorporeal creature

**Duration** 1 round/level

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

The subject is pulled toward you and trapped inside of you. While the subject is inside of you, it cannot take actions. At the beginning of your turn each round, you and the subject must make opposed Will saves. If you win, you are dazed for 1 round and the subject suffers 4d6 points of force damage. If the subject wins, they gain control of your body for 1 round as if by *magic jar*. If you destroy a spirit with this spell, you gain a +2 morale bonus to Wisdom and Charisma for 1 day per HD of the spirit destroyed.

Creatures ordinarily immune to Fortitude saves, such as undead, are not immune to this spell.

### DISCORDANT SIGNALS

**School** evocation [sonic]; **Level** bard 4, magus 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 20-ft.-radius emanation centered on a creature, object, or point in space

**Effect** bombardment of stimuli negates supernatural senses

**Duration** 1 minute

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

*Discordant signals* inundates an area with abrasive stimuli that are imperceptible to mundane senses. Creatures within the area cannot use blindsense, blindsight or tremorsense. Subjects that have one of the affected senses must also make a Fortitude save at the start of their turn each round to avoid becoming stunned for 1 round. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any.

### DIVINE VENGEANCE

**School** evocation; **Level** cleric 2, druid 2, inquisitor 2

**Casting Time** 1 immediate action

**Components** V

**Range** personal

**Target** you

**Duration** 5 rounds

A quick prayer beseeches your deity for the power to castigate a creature that has resisted one of your spells. You gain a +5 enhancement bonus to caster level checks made to overcome spell resistance and a +1 bonus to the DC of all spells. While imbued with this power, you must attempt to inflict damage or impose a condition upon at least one offender every round on your turn or face your deity's wrath, suffering 4d6 points of damage (no save). This damage cannot be reduced in any way.

This spell has no effect unless cast within 1 round of a creature resisting one of your spells.

### DRACOSCRIPT

**School** evocation; **Level** bard 5, cleric 7

**Casting Time** 1 round

**Components** V, S, M (dragon's blood), F (see text)

**Range** 60 ft.



**Target** one creature

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You must speak Draconic to cast this spell.

The focus of this spell is a page from a bestiary, mythological tome or religious script worth at least 1,000 gp that contains an illustration of a dragon. You may create such a page by using fine inks and paper worth 500 gp and making a successful DC 30 Craft or Profession skill check of an appropriate subtype (Craft (book), Profession (beastigrapher), etc.). Once used, the focus becomes dormant for a number of hours equal to 40 - twice your caster level. While dormant, the focus cannot be used to facilitate spells.

You cause physical harm to one creature that can hear you as if a dragon had made a full-attack against them. Choose one dragon with a number of HD equal to your caster level + 5. Make every attack roll that the chosen dragon is capable of making, applying the chosen dragon's modifiers as normal.

You gain a +4 bonus to caster level checks related to this spell if you have personally encountered a dragon of the chosen type.

Dragons are immune to this spell.

### EIDOLIC NOVA

**School** evocation [fire, force]; **Level** summoner 5

**Casting Time** 1 standard action

**Components** V, S

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

**Target** your eidolon

**Duration** 1 round

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

Your eidolon bursts into a brilliant white ring, suffering 42 points of damage and disappearing from play. The ring then expands to a radius of 40 feet, dealing 5d6 damage to creatures in its path (Reflex negates). Half of this damage is fire damage and the other half is force damage. At the start of your next turn, the ring retracts, dealing damage to creatures in its path equal

to twice the damage it dealt when it expanded (Reflex half). Your eidolon then reforms in an unoccupied space as close to the one it last occupied as possible, and creatures that took full damage from the ring during its retraction are pulled adjacent to it.

### ELECTRIC BARB

**School** evocation [electricity]; **Level** witch 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

Your ranged touch attack burrows an electric barb into the subject's flesh. The barb deals 2d6 points of electricity damage each round at the end of the subject's turn. A successful DC 10 Heal check allows a creature within reach of the subject to remove the barb as a standard action. Removing the barb with a Heal check below 15 + your Intelligence modifier causes 1d6 points of bleed damage.

### ELECTRIC EYE

**School** evocation [electricity]; **Level** alchemist 6, magus 6

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 round/level

One of your eyes becomes electrically charged. Once per round as a free action, you can emit a ray that deals 4d6 points of electricity damage to a single creature or object that you can see (no save). Subject can use spell resistance, if any. By casting this spell multiple times, you can emit as many rays per round as you have eyes, though a given eye can only emit one ray per round.

Each round, there is a 1% chance that this spell instantaneously blinds the affected eye. If at least one but not all of your eyes are blinded,



**Components** V, S

**Range** touch

**Target** up to 50 pieces of ammunition touched

**Duration** 1 round/level

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

Up to 50 pieces of ammunition explode upon impact. When an affected projectile hits its target, it deals an additional 2d4 points of force damage to the target as well as creatures and objects within 5 feet of the target (no save).

### FIRE STEED

**School** evocation [fire]; **Level** magus 5, sorcerer/wizard 5, summoner 4

**Casting Time** 1 round

**Components** V, S

**Range** 5 ft.

**Effect** one quasi-real, horse-like creature

**Duration** 1 hour/level

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

You conjure a Large, quasi-real, horse-like creature comprised entirely of flame. It can only be ridden by you or the person for whom you specifically created the mount. A fire steed has an orange head and body, white mane and tail and blue hooves. It has what seem to be a bridle and reins, but it does not have a bit or saddle. A rider takes 3d6 points of fire damage at the end of their turn each round while astride the fire steed. The fire steed is incredibly headstrong - a DC 20 Ride check is required to steer it. It does not fight, but creatures with an aversion to fire shun it and refuse to attack it.

This spell requires concentration; however, the concentration required to hold a fire steed together requires only a swift action and does not preclude other actions (including casting spells). You may direct the fire steed to take two move actions each time you maintain the spell.

The mount is semi-incorporeal - it takes half damage from weapons and magical weapons. It is AC 19 (-1 size, +5 natural armor, +5 Dex) and has 14 hit points + 1 hit point per caster level. If it loses all its hit points, the fire steed disappears. A fire steed is healed (and may only

be healed) by fire damage and is vulnerable to cold damage. A fire steed has a speed of 100 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

The fire steed passes through creatures as if it were incorporeal (except you and the creature for whom you specifically created the mount). Creatures suffer 2d6 points of fire damage the first time that the fire steed moves through their space each round (Reflex negates). Creatures that share a space with the fire steed when it stops moving for the round suffer 4d6 points of fire damage (Reflex half).

This spell may never be contained within a magic item of any kind, including but not limited to: scrolls, staves and wands.

### FLOATING CASTLE

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

**Casting Time** 10 minutes

**Components** V, S, M (a dozen lodestones and a diamond worth 12,500 gp)

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

**Target** one building weighing up to  
10,000,000 tons/level

**Duration** 1 day/level

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

You set one building into flight. This spell fails if you do not own the building or have explicit permission from the owner to set it aloft.

You specify the building's course when you cast this spell. The building flies at speeds between 5 mph and 20 mph; you may increase or decrease the building's speed in increments of 1 mph by concentrating as a full-round action. It flies at elevations between 50 ft. and 1,500 ft.; you may increase or decrease the building's elevation in increments of 50 ft. by concentrating as a full-round action.

Once a building is in flight, you may cast this spell upon it again to refresh the duration of its flight without expending the material component. You may also redefine a building's course, speed and elevation by casting this spell



depicted by the location of the focus' rings. For example, if the left 2x4 spots in the 4x4 grid contain rings (and the right 2x4 spots are empty), then creatures in a 2x4 grid of 5-foot squares within 60 feet would take damage. The type of damage dealt to creatures in a given square is determined by the dominant color of the corresponding ring: a blue ring causes cold damage, a red ring causes fire damage and a gold ring causes sonic damage. If you do not speak Aquan, Auran or Ignan, rings of the corresponding color deal no damage (Aquan: blue, Auran: gold, Ignan: red).

You gain a +4 bonus to caster level checks related to this spell if only one element is represented.

Elementals are immune to this spell.

### IMMOLATE

**School** evocation [fire]; **Level** druid 1, magus 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** 1 round/level

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

The subject catches on fire. In addition to the normal effects of catching on fire, the subject suffers an extra 5 points of fire damage each time they take fire damage from a source other than the fire started by *immolate*. This effect ends as soon as the fire has been extinguished.

### JARL SPEAR

**School** evocation [electricity]; **Level** druid 5, magus 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** 0 ft.

**Effect** one spear of electricity per round

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

The somatic component of this spell is an attack made as if you were wielding or throwing

a spear.

A bolt of lightning forms in your hand. You wield this lightning as if it were a spear. A new bolt forms in your dominant hand at the start of each of your turns, provided that hand is empty. Attacks with a *jarl spear* are touch attacks. The spear deals 3d10 points of electricity damage and passes through creatures it hits, enabling it to strike multiple targets with a single throw (using a single attack roll). Since the spear is immaterial, your Strength modifier does not apply to the damage. Creatures hit with a *jarl spear* must also make a DC 17 Fortitude save to avoid becoming staggered for 1 round.

If you hold a nobleman's title, this spell deals an additional 2d10 points of electricity damage, its DC is increased by 2 points and you receive a +2 bonus to caster level checks related to this spell. These bonuses only apply while within a region where a sizeable contingent of the population recognizes your title. This title must be recognized by a party with at least partial control of the relevant area; fabricated titles do not enhance this spell.

### JUDGEMENT'S HOLD

**School** evocation [force]; **Level** inquisitor 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature under the effects of your judgement class feature

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

The subject cannot move further away from you unless they succeed at a Strength check (DC 10 + your Will save). Success ends this spell.

### LEND MIGHT

**School** evocation [cold]; **Level** cleric 0

**Casting Time** 1 swift action\*

**Components** V, S, DF

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

**Target** one creature other than you

**Duration** 1 action



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

This spell may be readied as a swift action.

The subject gains a +1 bonus to damage rolls and Strength checks. This bonus only lasts for a single action or a single attack (whichever ends first), rendering it useless unless this spell is cast as a readied action.

### LIGHTBLADE

**School** evocation [light]; **Level** inquisitor 3, paladin 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** melee weapon touched

**Duration** 1 round/level

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

White light engulfs a weapon at your touch. The weapon deals an additional 1d6 points of damage on a successful hit. Whenever this effect causes at least 6 points of damage, the target must also make a Will save to avoid becoming blind for 1 minute. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

### LIPS OF DARKNESS

**School** evocation [darkness]; **Level** witch 0

**Casting Time** 1 standard action

**Components** S

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

**Target** one unprotected flame or *light* spell

**Duration** instantaneous

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

You blow softly, putting out one unprotected flame with a diameter less than 1 inch/level or dispelling one *light* spell.

### MAZE OF FIRE

**School** evocation [fire]; **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** 10 walls of fire up to 50 ft. long, 50 ft. tall

**Duration** 1 round/level

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

You create 10 walls of fire that blaze along the intersections of 5-foot squares within range. Each wall is straight, up to 50 feet long, 50 feet tall and 1 foot wide. Walls may be summoned horizontally, but only if at least 2 opposite sides are supported by vertical walls. Creatures suffer 50 points of fire damage each time they move or attack through a wall. Each wall that a creature moves through in a single turn deals only half as much damage as the previous wall. Creatures attacking diagonally from or into a space just beyond the edge of a wall suffer half damage. This spell fails if two walls would cross each other, occupy the same intersection between two 5-foot squares along the same axis or if a wall would be summoned between two spaces occupied by the same Large or larger creature.

### METEOR

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

**Casting Time** 1 round

**Components** V, S

**Range** touch

**Effect** 10-ft.-radius meteor

**Duration** instantaneous

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

You call a meteor crashing down from the skies. You must determine its course as soon as you begin casting this spell and it must travel in a straight line perpendicular to the ground. The meteor falls 1 mile in 1 round. The meteor deals 10d6 points of bludgeoning damage and 4d6 points of fire damage to creatures in its path. Creatures that fail their Reflex save fall prone. Flying creatures that fail their Reflex save are slammed into the ground and also take falling damage.

### ORBIT



**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

Your successful melee touch attack deals 1d6 points of fire damage per caster level (maximum 5d6). Before you make your attack roll, you may choose to take damage equal to the damage dealt by one of the subject's weapons (without non-weapon modifiers, such as Strength or feat bonuses) to apply a successful attack roll as a disarm attempt against the target's CMD. You gain a bonus to this attempt equal to your spellcasting ability score modifier and ignore the -4 penalty for being unarmed.

#### SHEPHERD'S CALL

**School** evocation; **Level** cleric 8

**Casting Time** 1 free action\*

**Components** V, DF

**Range** see text

**Target** up to 24 creatures\*

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

As you speak creatures' names, they are pulled as near to you as possible. This effect only works on willing subjects within shouting distance whose true, birth-given names are spoken. Calling up to 3 creatures is a free action; calling up to 6 creatures is a move action; calling up to 12 creatures is a standard action; calling up to 24 creatures is a full-round action.

This call breaks any bonds holding subjects to their presently occupied squares as if by *freedom of movement*.

#### SHEPHERD'S LIGHT

**School** evocation [light]; **Level** cleric 4, inquisitor 4, paladin 3

**Casting Time** 1 standard action

**Components** V, S, F (fragment of stained glass that depicted a renowned servant of your deity)

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

**Area** 40-ft.-radius spread

**Duration** 1 round/level

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

White light fills the area, increasing the light level to normal light. Creatures gain a +1 sacred bonus to AC and saving throws while they recite a formal prayer recognized by your deity within the area. Reciting such a prayer is a free action. Undead that start their turn in the area suffer 1d6 points of damage for each creature currently reciting a prayer within the area.

#### SHRAPNEL SHOT

**School** evocation; **Level** ranger 4

**Casting Time** 1 swift action

**Components** V, S

**Range** touch

**Target** metal-tipped projectile touched

**Duration** 1 round; see text

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

This spell causes a metal-tipped projectile to explode into tiny shrapnel when it strikes a target, dealing an additional 2d6 points of piercing damage and causing 2d6 points of bleed damage.

#### SNOW TRAP

**School** evocation [cold]; **Level** ranger 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** 5 ft.

**Area** one 5-ft. square per point of Wisdom modifier

**Duration** 1 hour/level

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

Magic snow nestles into a number of 5-foot squares equal to your Wisdom modifier. This snow does not melt unless exposed to temperatures in excess of 140 degrees Fahrenheit. The next time a creature weighing more than a number of pounds specified by you touches or steps into the snow, they become entangled for 1 round per caster level. This effect does not grant a saving throw but the snow is



not considered to be anchored or tethered unless there was at least 1 foot of natural snow in the area prior to this spell.

Once the snow has entangled a creature, magical fire can melt it instantaneously and non-magical fire can melt it in 1d4+1 rounds.

### SONG OF FIRE

**School** evocation [fire]; **Level** bard 3

**Casting Time** 1 standard action

**Components** V

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

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

**Duration** see text

**Saving Throw** Will negates (object, harmless);  
**Spell Resistance** no

Your song sets nearby weapons ablaze. Enchanted weapons deal an additional 1d6 points of fire damage, an additional 1d10 points of fire damage on a critical hit, shed light as a torch and may be used to cut *entangle*, *fog cloud*, *obscuring mist* or *web*'s effect away from a single 5-foot square as a standard action. This enchantment lasts for 1 round.

Once per turn as a free action, you may expend one round of bardic performance to attempt to maintain the effect for an extra round. Maintaining a *song of fire* requires a successful DC 19 Perform skill check. Using Perform (sing) grants a +4 bonus to this check. This spell may not be maintained at the same time that any other bardic performance is being maintained.

This spell may affect natural or manufactured weapons and does not harm the wielder of an affected natural weapon.

### SONG OF ICE

**School** evocation [cold]; **Level** bard 2

**Casting Time** 1 standard action

**Components** V

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

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

**Duration** see text

**Saving Throw** Will negates (object, harmless);  
**Spell Resistance** no

Your song coats nearby weapons in frost. Enchanted weapons deal an additional 1d6 points of cold damage and reduce the target's initiative by 1 on a hit. This enchantment lasts for 1 round.

Once per turn as a free action, you may expend one round of bardic performance to attempt to maintain the effect for an extra round. Maintaining a *song of ice* requires a successful DC 17 Perform skill check. Using Perform (string instrument) grants a +4 bonus to this check. This spell may not be maintained at the same time that any other bardic performance is being maintained.

This spell may affect natural or manufactured weapons and does not harm the wielder of an affected natural weapon.

A creature may not receive a second turn in the same round by means of this spell (a creature that would receive a second turn's initiative is ignored until next round).

The duration of effects that are affecting the subjects progress based on the subjects' new initiative (example: a subject is affected by *haste* and the *haste* effect ends on a creature's turn between the subject's old initiative and their new initiative; that subject will have the benefits of *haste* slightly longer than any other creature). The duration of effects that were wrought by subjects but do not affect them progress based on the subjects' initiative at the time that such effects were wrought (i.e. *wall of fire* will not last longer because the caster's initiative dropped).

### SONG OF STORMS

**School** evocation [air]; **Level** bard 5

**Casting Time** 1 round

**Components** V

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

**Effect** 10 ft./level radius storm, 80 ft. high

**Duration** see text

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