

MONTE COOK'S  
ARCANA UNEARTHED

# GRIMOIRE III



BY MONTE COOK



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# GRIMOIRE II

*More spells for the Diamond Throne setting*

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For supplemental material, visit Monte Cook's Website: <[www.montecook.com](http://www.montecook.com)>



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# Introduction

*Magic is the backbone of fantasy. It is the genre's chief identifier. Within the fantasy roleplaying game Monte Cook's Arcana Unearthed, it's no different. To be sure, this is a fairly high-magic rules set, just like the d20 System core rules set is. The Lands of the Diamond Throne, based on those rules, are steeped in magic, mystical happenings, runes and rituals.*

For our purposes in *Grimoire II*, magic is defined by spells. And as any *Arcana Unearthed* fan knows, the spells in that system showcase the very nature of the unique magic system it employs. Each spell can be heightened or diminished. It can be laden or woven. Each spell is designated simple, complex, or exotic and can be modified by templates. Most are defined by a large and exacting number of descriptors. So spells in *Monte Cook's Arcana Unearthed* are extremely important to the system. A big book of additional spells is an exciting development for any playing of the game.

Now, a few of you might be saying “*Grimoire II*, where’s *Grimoire I*?” The *Grimoire* was a PDF-only product we produced when we released *Monte Cook's Arcana Unearthed*. It came out along with two other PDF-exclusive products, *Way of the Staff* and *Way of the Sword*. The contents of these books were excerpts taken from *Arcana Unearthed*, with the material organized by type: We gathered the nonspellcasting classes together in *Way of the Sword*, along with the more nonmagical classes and feats. Likewise, the spellcasting classes, races, and so on all appeared in *Way of the Staff*. The *Grimoire* was a collection of the magic rules and all the spells.

*Grimoire II*, then, is a book of more spells to add to the system presented in *Monte Cook's Arcana Unearthed*. From a designer’s point of view, this is a strange product.

Normally, in the introduction to a new book, I would talk a little about all the great new things between its covers. But it’s different with *Grimoire II* because:

- A) There are no “covers” (in the literal sense) and there won’t be—this is one of the rare products that we intend to be electronic only; and
- B) There’s really nothing new here.

Nothing new? That’s right. The spells in this book all come from *The Complete Book of Eldritch Might*, *The Book of Hallowed Might*, and *Book of Hallowed Might II: Portents and Visions*. What this book does that they don’t do, however, is gather the spells in one place and rewrite them for a *Monte Cook's Arcana Unearthed* audience. No flipping back and forth from the Spells chapter of one of these source books to the *Arcana Unearthed* appendix in the back. No multiple sources to consult for *Arcana Unearthed* spells. You can just

keep this file handy, or print it out and stash it next to your copy of *Monte Cook's Arcana Unearthed*, and you’re good to go.

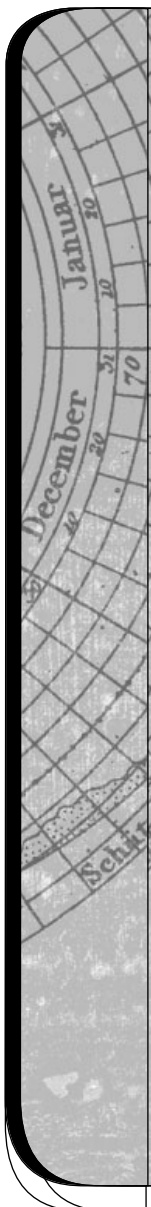
So, in a way, this is a big book of “new” *Monte Cook's Arcana Unearthed* spells. Over 250 of them, actually—and that’s nothing to sneeze at when you consider that there were about 280 spells in Chapter Nine of the original variant player’s handbook. So *Grimoire II* effectively doubles the number of spells at the command of your favorite magister, mage blade, greenbond, runethane, or witch.

One of the coolest aspects of this product is the fact that it was not something that Sue, I, or anyone else involved with Malhavoc Press thought of. It was proposed by the fans of *Monte Cook's Arcana Unearthed* on our very own message board forums. We thought it was such a good idea, Sue spent time over the last couple of months—a moment in between projects here, another after she was done with the day’s work there—to compile all the spell info and make this product a reality. A special thanks goes out to Søren Thustrup, whose documentation helped with the compiling.

The *Grimoire II*, in a very real way, is a product for the fans of *Monte Cook's Arcana Unearthed*. You asked for it, you got it. We hope you like it.

Monte Cook, August 2004

“  
You asked for it,  
you got it.  
”



## USING THIS BOOK

To take advantage of the spells that follow, you should have either *Monte Cook's Arcana Unearthed* or the first *Grimoire* volume. *Monte Cook's Arcana Unearthed* is a variant player's handbook containing new character classes, races, spells, feats, plus alternate rule systems for spellcasting and other game functions. The first *Grimoire* excerpted all the new spells and the magic rules from *Arcana Unearthed*. This volume, *Grimoire II*, collects the spells from Malhavoc Press' *Complete Book of Eldritch Might*, *Book of Hallowed Might*, and *Book of Hallowed Might II: Portents and Visions* and presents them for use with *Arcana Unearthed*. These spells now include heightened and diminished effects, magic item creation modifiers, and additional descriptors as needed. They are all categorized as simple, complex, or exotic to enhance your own *Monte Cook's Arcana Unearthed* games.

Some of the spells in the three original source books do not fit *Arcana Unearthed*'s flavor precisely—such as spells that deal with divine/arcane differences and alignment. These spells are not included here.

This book offers dozens of pages of adapted spell descriptions, almost doubling your available spellcasting options from what's available in *Arcana Unearthed*. Bonus source material and ideas to augment the information in *Monte Cook's Arcana Unearthed* appear online. Find the links to these free web enhancements at the book's product page at [www.montecook.com/mpress\\_MHB1.html](http://www.montecook.com/mpress_MHB1.html).

Throughout this book, a dagger (†) indicates a spell introduced right here in these pages. Otherwise, *Grimoire II* refers to spells, feats, magic items, and other rules introduced in *Monte Cook's Arcana Unearthed*. Some spell descriptions also refer to rules from one of the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.

This rulebook is protected content except for items specifically called out as Open Game Content on the title page. For full details, please turn to page 77. Open content is not otherwise marked in the text of this book.

## About the Author

**Monte Cook** started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the *Rolemaster* and *Champions* games as an editor, developer, and designer. In 1994 Monte came to TSR as a game designer. As a senior game designer with *Wizards of the Coast*, he co-designed the new edition of *Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed the *Book of Vile Darkness* and the d20 version of *Call of Cthulhu*. For *WizKids Games*, he designed the *HeroClix* system of superhero combat.

A graduate of the *Clarion West* writer's workshop, Monte also has published short stories and two novels. In his spare time he runs games, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

## Malhavoc Press

**Malhavoc Press** is Monte's game imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the 3rd Edition rules that only one of its original designers can offer.

Other Malhavoc Press titles for use with *Monte Cook's Arcana Unearthed* include *The Diamond Throne*, a setting book containing source material, monsters, magic items, and more; *Monte Cook's Arcana Unearthed DM's Screen and Player's Guide*, which includes a three-panel horizontal screen, character sheets, and rules to convert your 3rd Edition and Revised 3rd Edition material into these rules; and the *Legacy of the Dragons* bestiary. Most current titles are available to purchase in either print or electronic (PDF) format at [www.montecook.com](http://www.montecook.com).

## About the Illustrators

**Toren "MacBin" Atkinson** is known by night as the lead singer of the Cthulhu rock band *The Darkest of the Hillside Thickets*, but by day he collects Saturday morning cartoons and draws monsters for money. You've seen his work in the award-winning books *Delta Green* and *Death in Freeport*, as well as many Malhavoc titles.

Atlanta artist and graphic designer **Talon Dunning**, a survivor of *White Wolf's* intern program, is now the chief illustrator for their *Ravenloft* line as well as a regular in other *Sword & Sorcery* projects. He's also done work for *West End Games*, *Wizards of the Coast*, *Eden Studios*, and *KenzerCo*.

**Eric Lofgren's** early influences included comic book art, the oils of Frazetta, and the inks of Berni Wrightson. Upon discovering roleplaying games, he schooled himself in fantasy art. His artwork appears in *The Diamond Throne*, *Cry Havoc*, and other Malhavoc Press titles. See more of his work at [www.ericlofgren.com](http://www.ericlofgren.com).

**Stephen Shepherd** is a Florida-based artist who got his start with Malhavoc Press. He also has worked on books for *Mongoose Publishing* and *Troll Lord Games*, as well as many others. He lives with his supportive wife Julie and his inspirational daughter Andi. Visit his website at <http://voodoo.home.sapo.pt/>.

Years ago, **Tyler Walpole** spent a good deal of time in school being scolded by his teachers for drawing when he should have paying attention in class. Today, many of those same teachers are happy that the self-taught 27-year-old is able to pursue his illustration career full time. He lives in Des Moines, Iowa, with his wife Petra and son Keegan, and co-owns a comic book store, *Cup o' Kryptonite*.

Seattle-based illustrator **Sam Wood** works primarily in the roleplaying and electronic game industries. While a staff artist at *Wizards of the Coast*, Sam illustrated *Dungeons & Dragons*, *Magic: The Gathering*, and many other games. In addition, he conceived the vast majority of the company's *Chainmail* miniatures. He's worked for a wide range of companies, from Malhavoc Press to Microsoft.

**Kieran Yanner** has always been interested in art, roleplaying games, and the fantasy/sci-fi world. From *Decipher* to Malhavoc Press, *White Wolf* to *Dream Pod 9*, Kieran has produced hundreds of illustrations for the roleplaying industry and continues to do so.



# Spells

*Spells are the tools that mages use to wield magic. They are not the sum total of magic, or even the only expression of magic, but they are the most common form that magic takes.*

This chapter includes more than 250 spells, all of them for use with the *Monte Cook's Arcana Unearthed* rules. These spells were printed in their original forms in *The Complete Book of Eldritch Might*, *The Book of Hallowed Might*, and *Book of Hallowed Might II: Portents and Visions*.

## SPELL LIST

Below you will find short descriptions of all the spells in this book: simple, complex, and exotic, from 0 to 9th level. Only the base version of the spell is described in this spell list; for heightened or diminished effects, see the full spell description.

Each spell's descriptors are noted after the spell name; characters of certain classes (greenbond, mind witch), races (verrik), and with certain feats (Elemental Mage, Energy Mage) will find these helpful. The descriptors are as follows:

A: air	L: light
Ac: acid	MA: mind-affecting
Co: cold	NE: negative energy
C: curse	P: plant
D: darkness	PE: positive energy
E: earth	Ps: psionic
El: electricity	S: sonic
Fe: fear	Tp: teleportation
Fi: fire	T: truename
F: force	W: water
LD: language-dependent	

## 0-LEVEL SPELLS

### SIMPLE

- Animated Tattoo:** Creates a moving image on a subject's body.
- Clarity of Mind:** Grants +1 bonus to Concentration checks.
- Comrade's Trail [T]:** You create a magical trail only your friends can see.
- Keep Dry:** One object resists water.
- Keep Fresh:** 1 lb. of food does not spoil.
- Learn Heritage:** Conveys details about family and ancestry of subject.
- Long Flame:** Candle, torch, or lantern burns much longer than normal.
- Mental Alarm [Ps]:** Alerts to events.
- Minor Ward:** Inscription harms those who pass it.
- Quick Boost [PE]:** Gives +2 bonus to Strength, Dexterity, or Constitution score of one subject.

**Web Splat:** Creates tiny glob of sticky substance.

### COMPLEX

- Audible Whisper [S]:** Everyone within 100 feet can hear everything you say.
- Recent Occupant:** Learn name and race of the last creature in the area.
- Sample:** You gather a bit of a hazardous substance safely.
- Tongue of Angels:** Speak Celestial.
- Tongue of Fiends:** Speak Infernal.
- Transcribe:** Creates a page of text instantly.

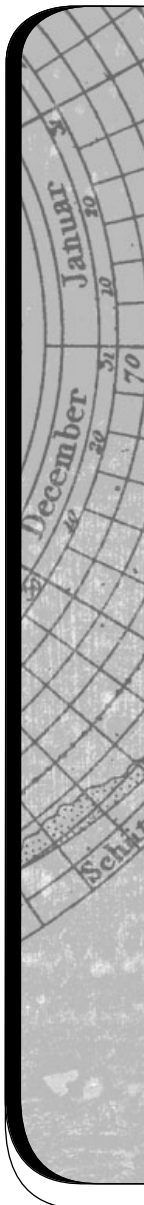
### EXOTIC

- Devlin's Barb:** Creates temporary ammunition.

## 1ST-LEVEL SPELLS

### SIMPLE

- Arrow Deflection:** You make saves to deflect incoming ranged attacks.
- Blissful Sleep:** Target can sleep even in uncomfortable conditions.
- Blue Bolt:** Inflicts 1d6 points of subdual damage +1 per level on living target.
- Change Weapon:** Transforms a weapon into another.
- Cloud the Mind [MA, Ps]:** Target suffers a -4 penalty to Listen, Sense Motive, and Spot.
- Crystal Shard [E]:** Launches crystal that inflicts 1d8 + 2 points of damage.
- Disrupt Reflexes [MA, Ps]:** Target suffers a -4 penalty to initiative checks and -2 penalty to Reflex saves.
- Guilt [MA, Ps]:** One target is denied an action.
- Inspire Courage:** Allies gain a +1 bonus to attack and weapon damage rolls.
- Magical Performance:** Bestows +5 circumstance bonus to Perform checks.
- Pattern of Sibyllic Fate [T]:** Reveals general outlook of a creature's future.
- Proficiency:** You gain proficiency with a weapon.
- Redemptive Redress:** Compensates for, but does not dispel, the effects of a detrimental spell.
- Rogue's Stab:** Target gains +1d6 sneak attack damage.
- Unhand [F]:** Disarms subject.
- Web Strand:** Creates ropelike strand that is sticky on one end.



## COMPLEX

- Acidic Curse [Ac]:** Inflicts 1d6 points of acid damage and 1d4 rounds of blindness.
- Betray the Years:** Object becomes immune to aging.
- Blast of Cold [Co]:** Cold blast inflicts 1d6 points of damage per two levels.
- Charm Item:** Charms intelligent item.
- Fey Storage:** Creates an extradimensional space you can hide things in.
- Harassing Weapon [F]:** Weapon of force threatens target.
- Identify Scrier [Ps]:** Gives you the name of person scrying on you.
- Illuminated Weapon [L, PE]:** Weapon imposes -2 penalty to attacks, saves, and checks upon undead struck.
- Minor Lasting Image:** Creates permanent, tiny, immobile image.
- Private Conversation:** Allows subjects to speak without being overheard.
- Resist Scrying:** Adds +10 bonus to the DC of opponent's scry attempt.
- Resist Touch:** Adds +2 luck bonus +1 per three caster levels to touch Armor Class.
- Safe Search:** Caster can search an area without risk.

## EXOTIC

- Anavar's Anticipated Attack [Ps]:** Next attack against you suffers a -20 penalty.
- Armor Contingency:** Summons armor in certain conditions.
- Blood Spikes:** Inflicts 3d6 points of damage and allows subject to add +1d6 points of damage to unarmed and grapple attacks.
- Burning Brand [Fi]:** Burning torch inflicts 1d6 points of damage as a touch attack (2d6 points of damage to undead).
- Divert Charge:** Redirects movement of a charging attacker.
- Guide Craft:** A ship, cart, or wagon moves as you command.
- Iced Fire [Co, Fi]:** Ice bursts into flame after preset duration.
- Margul (Dreaded Freeze) [MA]:** Target stays motionless for 1 round.
- Noness Toma (Slip Between Sight):** You gain +5 bonus to Hide.

## 2ND-LEVEL SPELLS

### SIMPLE

- Dry Rain [E]:** Rains sand down in a 20-foot radius, inflicting 1d6 points of damage per round and burying targets.
- Earthen Claw [E]:** Summons a claw made of earth that attacks, inflicting 2d6 points of damage.
- Helm of Warding:** Subject gains +5 bonus to saves against mind-affecting effects.
- Honeyed Words [MA, Ps]:** Grants a +4 competence bonus to Bluff and Diplomacy involving speaking.

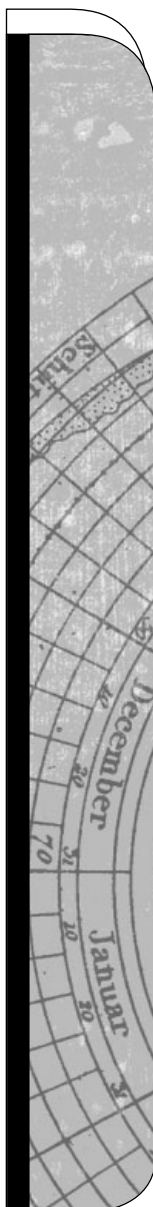
- Mark of Air [A]:** Subject has +2 Dex plus other power.
- Mark of Earth [E]:** Subject has +2 Str plus other power.
- Mark of Fire [Fi]:** Subject has +2 Dex plus other power.
- Mark of Frost [Co]:** Subject has +1 AC plus other power.
- Mark of Water [W]:** Subject has +2 Con plus other power.
- Plunge Deep to the Core:** Weapon bypasses +1 damage reduction per five levels.
- Power Craft:** Provides source of locomotion to cart, wagon, boat, or ship.
- Shieldbreaker:** Allows one weapon to ignore or break shields, dispels a shimmering shield or called shield.
- Thief Ward:** Hide and Move Silently checks are made at a -10 penalty.
- Undaunted Fixture:** Affix two objects together.
- Welter [F]:** One creature per level is shaken and must make a Balance check or fall prone.

## COMPLEX

- Energy Lash [F]:** Creates a whip made of energy that inflicts 1d6 points of damage +1 per two levels.
- Grant Quarter (Bonds of Mercy):** Puts one helpless or willing creature per level into an extradimensional prison.
- Heartglow [L, PE]:** All evil creatures within 10 feet suffer a -1 penalty to all attack rolls, saving throws, and checks.
- Play the Fool [MA, Ps]:** Makes casters believe spells were effective when they were not.
- Recall Tale:** Gives details on a particular subject.
- Scrytalk:** Allows verbal communication between scried and scrier.
- Shrapnel Globe:** Creates sphere that explodes, inflicting 1d6 points of damage per two levels.
- Silent Sound [S]:** Ranged touch attack inflicts 1d6 points of sonic damage per level (max. 5d6).
- Static Veil:** +1 bonus per level to Will save against scrying attempts.
- Threatening Weapon [F]:** Weapon of force threatens target.
- Wild Stealth [P]:** Grants +10 bonus to Sneak checks outdoors.
- Yoke:** Helpless target moves with caster.

## EXOTIC

- Acuminate:** Your hand becomes a +1 weapon that inflicts 1d8 + 1 points of damage.
- Crystal of Reflection [E]:** Reflects ray attacks back at attacker.
- Detoim Nar (Guided Strike) [Ps]:** Next attack gains +20 bonus.
- Forge Inherited Bond:** You and a relative gain +1 bonus to attacks, saves, and checks.
- Garris Adon (Seeming of Form):** Object seems like something else.
- Grant Senses:** Gives intelligent item ability to see and hear.
- Grant Speech:** Gives intelligent item ability to speak.



**Legacy:** Stores soundless image of you programmed to activate when properly triggered.

**Pierce [F]:** Bolt of energy destroys force protections and inflicts 1d8 points of damage per two levels.

**Stun Item:** Intelligent item is stunned for 1 round per level.

**Vivid Discharge [El]:** Inflicts 1d6 points of damage per level on a foe that strikes subject in melee.

### 3RD-LEVEL SPELLS

#### SIMPLE

**Bone Tattoo:** Offers spell resistance of 10+level against cold, shapechange, and mind-affecting attacks.

**Dragonskin:** +4 natural armor plus elemental resistance 10.

**Geyser [E, W]:** Geyser inflicts 3d8 points of damage and knocks down foes.

**Giant's Curse [C, MA, T]:** Foe suffers a -4 penalty to attack smaller creatures and a -4 penalty on Spot checks to notice them.

**Lethality Denied [MA]:** Target inflicts subdual damage rather than normal damage on killing blow.

#### COMPLEX

**Acidic Globes [Ac]:** One globe per level attacks target for 1d6 points of acid damage.

**Bolt of Conjuring:** Inflicts 1d4 points of damage per level (max. 10d4) plus summons monster.

**Brutal Seething Surge [Ac]:** Touch attack per level inflicts 1d8 + 1 points of acid damage per level.

**Comrade's Immunity [T]:** Subject is immune to caster's spells.

**Extended Charge:** Allows the use of a charged item without losing charges.

**Family Curse [C]:** Curse affects 1d6 members of target's family.

**Fey Ward:** Barrier keeps out fey creatures.

**Foil Tracer:** Teleport spells cannot be traced.

**Godspeed:** Movement rate increases to 60 feet and adds +2 haste bonus to Armor Class.

**Induce Vulnerability:** Targets suffer double damage from one energy type.

**Item from Beyond:** Sends object to scried subject.

**Scry Retaliation [F]:** Inflicts 1d6 points of damage per level upon scrier.

**Vengeful Shield [F]:** Attackers suffer 1d6 points of force damage when they strike caster.

#### EXOTIC

**Abuashne (Share Armor):** You transfer your natural armor to subject.

**Activate Bloodline Power:** Certain subjects gain ability based on heritage.

**Alikaba's Gift [T]:** Object in your hands appears in subject's hands.

**Alikaba's Theft [T]:** Object in subject's hands appears in your hands.

**Eriador's Permanent Levity [MA]:** Subject gains +4 bonus to saves against mind-affecting spells but cannot initiate combat.

**Grant Mobility:** Allows an intelligent item to float and attack under its own power.

**Jevicca's Just Reversal:** Reflects enchantment back at caster.

**Kin Link:** Creates mental connection between relatives.

**Mirror Shield:** Reflects ray spells back at caster.

**Missive Token [LD]:** Creates an item that lets a creature contact you mentally.

**Peaceful Weapon [F]:** Target weapon cannot inflict damage.

**Seek the Soulless [PE]:** Deals nonliving creatures and objects 1d6 points of damage per level.

**Temporal Venom:** Creates poison that disrupts target's connection with time.

**Will of the Gods:** Foretells the gods' opinion on a matter.

### 4TH-LEVEL SPELLS

#### SIMPLE

**Binding Pact [LD, MA]:** Compels caster and another to keep a pact or suffer 2 points of damage to all ability scores per day.

**Black Mulching [P]:** Plants 3 HD or less die, others take 1d10 points of damage.

**Bully's Curse [C, MA, T]:** Foe suffers -4 penalty to attacks and -2 penalty to Armor Class against creatures of lower Hit Dice.

**Burning Rain [Fi, W]:** Targets suffer 2d6 points of fire damage per round.

**Mark of Air, Greater [A]:** Subject can fly at speed 40 and has other power.

**Mark of Earth, Greater [E]:** Subject has damage reduction 10/magic (or 10/+1) and other power.

**Mark of Fire, Greater [Fi]:** Subject has resistance to fire 20 and other power.

**Mark of Frost, Greater [Co]:** Subject has resistance to cold 20 and other power.

**Mark of Water, Greater [W]:** Subject can breathe water and has other power.

**Precognitive Flashes [Ps]:** Caster gains +1 insight bonus to attack rolls, Armor Class, and Reflex saving throws.

#### COMPLEX

**Arrow Redirection:** Sends incoming ranged attacks back at attackers.

**Bind Item [F]:** Encases object in a globe of force.

**Brother's Revenge** [C, T]: Target who harmed caster's family begins to wither and rot.

**Circle of Binding** [MA]: Targets cannot leave circle.

**Coax Forth Power**: Magic items inflict 50 percent more damage.

**Control Creature of the Mist** [A]: Creature of the mist obeys caster's commands.

**Create Lesser Creature of the Mist** [A]: Creates creature of the mist up to CR 5.

**Ethereal Prison** [T]: One helpless or willing creature is imprisoned on the Ethereal Plane forever.

**Feedback** [El]: Target suffers 1d8 + 1 points of damage/level if specified action is taken.

**Flaming Corrosion** [Ac, Fi]: Inflicts 1d6 points of damage per level (10d6 max.)—half acid, half fire.

**Gaze of Destruction**: Caster's next spell becomes a gaze attack.

**Halo of Glory** [L, PE]: Creature gains celestial template.

**Knavescour** [Ac]: Protects items with a trap that inflicts 1d6 points of acid damage per level.

**Mirror Spell**: Switches a non-Instantaneous 3rd-level or lower spell from one target to another.

**Oathchord**: Magically seals an agreement.

**Robe of Reflection**: Sends one type of energy damage to another creature.

**Teleport Coordinates Transfer** [Ps]: Information about destination is transferred.

## EXOTIC

**Aeonian Lantern** [L]: Magical nonmoving lantern imparts a –2 penalty to foes' attacks, saving throws, and checks.

**Apolioth's Condemnation**: Burst inflicts 10d6 points of damage and entangles foes.

**Coldscreech** [Co, S]: Inflicts 1d6 points of damage per level (10d6 max.)—half sonic, half cold.

**Hidden Object**: Object can only be seen through magic glass.

**Ilrosos Tobor (Roses of Life)** [PE]: Creates magical roses that heal 1d8 points of damage.

**Mirror Calling, Lesser** [Varies]: Call forth creature you see in mirror (max. 8 HD).

**Slay Illusion**: Creates illusion that destroys other illusions.

**Soul Burst** [NE]: 20-foot-radius burst inflicts 1d6 points of damage per level to living creatures only.

**Spelltrap**: Prepares gem that is triggered by specific spell.

**Suppress Lesser** [MA]: Lower-level arcane caster cannot cast spells.

**Thief of Spells**: Ends spell effects on a creature and grants them to you.

**Truth's Wings** [Fi]: Magical bird brings character to you.

**Warding Globes** [F]: Creates one tiny globe per two levels that negates attacks of opportunity and inflicts 2d6 points of damage.

**Woodlands Prison** [P, T]: Imprisons one helpless or willing creature in the woods.

## 5TH-LEVEL SPELLS

### SIMPLE

**Earth's Embrace**: Gives caster DR 5/adamantine (or 10/+1) and creates a protective shell that wards caster from all attacks.

### COMPLEX

**Dominate Item**: Controls all the actions of an intelligent item.

**Elemental (Energy) Shroud** [Varies]: Undead are granted a shroud of chosen element that grants powers.

**Halo of Shelter** [PE]: Surrounds target with energy field that absorbs 5 hp per level.

**Molten Blast** [E, Fi]: Summons a blast of hot magma that inflicts 1d6 points of damage per caster level and encases foes in rocky shell.

**Teleport Block**: No teleports are allowed in or out of area.

**Teleport Redirect** [Tp]: Incoming or outgoing teleport has a new destination.

### EXOTIC

**Animate Necrosis** [NE]: Animates a wound that attacks wounded creature.

**Call of the Ruby** [T]: Forces a creature to attack another creature.

**Call of the Topaz** [T]: Forces a creature to hold still for 1 round.

**Commune With the City** [Ps]: Caster knows general status of a city's population and can find and communicate with anyone in it.

**Curse of Wounding** [C]: 50 percent of attacks targeting creature that would normally miss now hit.

**Harroc Adulese (Hunter Serpent)**: Energy snake hunts specific type of creature, inflicts 1d6 points of damage per level.

**Ke vessa Gul (Spines of Death)**: You gain spines that you can use as melee or ranged weapons.

**Kin Curse** [C, MA]: Target is compelled to kill nearest relative.

**Mirror Blast** [F]: Blast inflicts 1d6 points of damage per caster level (max. 15d6)—half force, half slashing.

**Mirror Theft**: Pull one item through mirror to your side.

**Overcome Force**: Subject becomes immune to force damage and can walk through wall of force.

**Peer Into the Future** [Ps]: Caster looks at a random moment in his possible future.

**Phantom Foil**: Creates phantasms that negate sneak attacks.

**Quintelemental Blast** [Varies]: Cone inflicts 1d6 points of damage per level of whatever type of damage target is susceptible to.



**Scry Reverse:** You automatically scry person scrying you.

**Shield of Light [L]:** Grants +2 armor bonus and a +1 enhancement bonus to Armor Class per three caster levels, undead cannot attack.

**Spine Tendril:** Creates a tendril that grapples or disarms.

**Vicious Summons:** Summons fiendish dire weasel on a creature, automatically inflicting damage.

**Zone of Speed:** Movement through 20-foot sphere has a maximum speed set by caster.

## 6TH-LEVEL SPELLS

### SIMPLE

**Light of the Earth [E, L, PE]:** Light shines up through cracks in the ground, inflicting 5d8 points of damage to undead.

### COMPLEX

**Blazing Light [L, PE]:** Ray inflicts 1d8 points of damage per caster level, and undead suffer more.

**Conditional Spell:** Designated spell triggers stored spell in subject.

**Glory of the Beast [PE]:** Animal gains celestial template, maximum hit points, and +2 bonus to all ability scores.

**Prophetic Warning [MA, T]:** Target can succeed at one save or force one foe to automatically miss an attack roll.

**Sudden Wave [W]:** Creates a wave of water that sweeps away creatures and objects.

**Teleport Tracer [Ps]:** Destination of teleport is discovered.

### EXOTIC

**Aid From the Future:** Your future self aids you in the present through hit point and spell transfer.

**Angel's Redoubt:** Conjures a fortified dwelling.

**Call of the Emerald [T]:** Forces a creature to steal an object.

**Call of the Sapphire [T]:** Forces a creature to go home.

**Electrical Deluge [EL]:** Inflicts 1d6 points of electricity damage per level (max. 15d6) out to 100 feet away.

**Ferrod Adul Vestorimin (Vestorimin's Golden Aura) [PE]:** You are surrounded by null magic zone that affects only negative energy spells.

**Gestalt:** Fuses two creatures into one.

**Mirror Calling [Varies]:** Call forth creature(s) you see in mirror (max. 16 HD).

**Mirror Truth:** Creates illusion over target area.

**Nonesuch Spell:** Prevents one 4th-level or lower spell from being cast within 50 feet of you.

**Prorogate Death:** Allows subject to act below 0 hp and live after reaching -10 hp.

**Scry Blast [F]:** Inflicts 1d4 points of damage per two levels upon scried subject.

**Susar's Death [Fi]:** Target dies in 1d4 rounds as blood turns to lead.

## 7TH-LEVEL SPELLS

### SIMPLE

**Command Metal [E]:** Commands a metal object as a free action to move, attack, or change shape.

**Redemption From Evil Power:** Undoes the effects of a negative energy spell cast within 1 round.

### COMPLEX

**Create Creature of the Mist [A]:** Creates creature of the mist up to CR 9.

**Crystal Eruption [E]:** Crystal shards burst from the ground, inflicting 1d6 points of damage per level and stun.

**Flight, Mass [A]:** One creature per level can fly at speed 60.

**Master Creature of the Mist [A, MA]:** Controls creature of the mist permanently.

**Vengeful Spell Resistance:** Grants spell resistance 12 + caster level; enemy caster suffers 2d6 + level in damage if spell is resisted.

**Window to Elsewhere:** Creates view into another location.

### EXOTIC

**Call of the Diamond [T]:** Forces creature to come to your location.

**Cross of Lightning [EL]:** Four lightning bolts inflict 1d6 points of damage per level (15d6 max.).

**Diabolich Portam (Devil's Gate):** Creates doorway to hell through which one devil might appear per round.

**Futuresight [Ps]:** Caster looks at a random moment in a creature's possible future.

**Jevicca's Fourfold Ostracism:** Send up to four targets to another plane temporarily.

**Mirror Portal:** Create one-way magic passage between two mirrors

**Prohibit Kind:** Put all creatures other than specified type into stasis.

**Vessa Kornari (Steal Heart) [T]:** Eating dead creature's heart prevents its return to life while you live.

**Watery Prison [T, W]:** Imprisons subject in a pool of water.

## 8TH-LEVEL SPELLS

### SIMPLE

**Blacksmith's Curse [E]:** Destroys all weapons, shields, and armor in a 40-foot burst.

**Mark of Death [NE]:** Subject is immune to death effects and has other power.

### COMPLEX

**Chains of Antimagic:** Target is bound in chains that prevent spells and abilities.

**Imbue Guardian:** Sets an eternal guardian to watch over an area.

**Mirror Spell, Greater:** Switches a non-Instantaneous 7th-level or lower spell from one target to another.

## EXOTIC

**Arathan's Spiritual Soldier [PE]:** Creates statue that absorbs incorporeal undead and becomes a stone golem under the caster's control.

**City Transport:** Caster can teleport anywhere in a city every other round.

**Disintegration Field:** Creates an area where matter is disintegrated.

**Fuse Line:** Two subjects share traits with future offspring.

**Jisgus Sepa [T]:** Creature appears to be other creature in respect to many spells.

**Mantle of Egregious Might:** Subject has +4 luck bonus to Armor Class, attack rolls, saving throws, and ability scores.

**Pretur Ar Nuade (Hoard Ward) [Tp]:** Intruders into warded area teleported to specific destination.

**Utter Thrall {MA, Ps, T}:** Completely enslaves one humanoid.

## 9TH-LEVEL SPELLS

### SIMPLE

**Sphere of Deterioration:** All creatures in range suffer 1d6 points of cumulative damage per round.

### COMPLEX

**Create Greater Creature of the Mist [A]:** Creates creature of the mist up to CR 12.

**Doorway to Elsewhere:** Creates a doorway to another location.

### EXOTIC

**Arcana Form:** Caster becomes pure energy that can power spells.

**Cuigna Arthanath (Consume Man) [NE, T]:** Humanoid is annihilated.

**Legacy of Eldritch Might:** Caster passes on skill with spell-casting to relative.

**Lord of the City [Ps]:** Caster knows general status of a city's population, is aware of major issues and threats, and can find and communicate with anyone in it.

**Magma Burst [Fi]:** Creates a huge volcanic pit that inflicts 20d6 points of damage.

**One Step Beyond [Ps]:** Targets immune to divination.

**Squamous Pulse:** Halves natural armor bonus and deals 1d6 points of damage per natural armor bonus point.

**Sunfire Tomb [L, T]:** Imprisons target in the sun.

## SPELL DESCRIPTIONS

### ABUASHNE (SHARE ARMOR)

Abjuration

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You transfer some of your natural armor bonus (up to half your total bonus) to the chosen target, who gains the benefit of it. This natural armor bonus stacks with existing natural armor bonuses that the target may have, but it does not stack with multiple castings of this spell (whether from the same caster or others).

**Diminished Effects:** The natural armor bonus cannot exceed +2 and does not stack with existing natural armor.

**Heightened Effects:** Duration becomes one hour/level.

**Magic Item Creation Modifier:** Constant N/A

### ACIDIC CURSE

Evocation [Acid]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature with eyes

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You cause a victim's eyes to burst with acid, inflicting 1d6 points of acid damage and blinding the target for 1d4 rounds. Creatures who suffer no damage from the acid (due to a successful saving throw, an immunity, or a spell granting resistance) are not blind.

**Diminished Effects:** The spell inflicts 1 point of damage and blinds for 1 round.

**Heightened Effects:** The blinding effect is not temporary.

### ACIDIC GLOBES

Evocation [Acid]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Targets:** Up to one creature or object/round

**Duration:** One minute/level (D)

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You create one 1-inch diameter globe of acid per level that orbits around your head not unlike an *ioun stone*. Once you create the globes, you can launch them, as a free action, at a target you designate. You may not launch more than one

globe per round. The globe inflicts 1d6 points of damage upon targets who fail their saving throw.

**Diminished Effects:** You get only one globe.

**Heightened Effects:** The globes each inflict 2d6 points of acid damage.

**Magic Item Creation Modifier:** Constant  $\times 2$

### ACTIVATE BLOODLINE POWER

Transmutation

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature with a bloodline power

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

With a word of power, you activate the abilities locked within the heritage of certain subjects. If the target is 10th level or below, you activate the minor bloodline power that he has inherited from his family (if any). If the target is 11th level or above, you activate the major bloodline power (if any). For details on these abilities, see the bloodline abilities for each family, starting on page 80. Although the power gained depends upon the subject, all other aspects of the spell, such as range and duration, depend upon you (as normal).

**Diminished Effects:** You activate only a minor bloodline power and duration is 1 round/two levels.

**Heightened Effects:** Duration becomes one minute/level.

**Magic Item Creation Modifier:** Constant  $\times 4$

### ACUMINATE

Transmutation

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

You transform your own hand or other limb of your choosing into a sharp, pointed object of metallic hardness and appearance. You may make attacks with this weapon with no nonproficiency penalty and a +1 magical enhancement bonus (both for attack rolls and for overcoming damage reduction). The pointed weapon inflicts 1d8 + 1 points of piercing damage, plus your Strength modifier.

**Diminished Effects:** The weapon inflicts 1d6 points of damage (plus your Strength modifier) and has no enhancement bonus.

**Heightened Effects:** Range becomes touch and the target becomes one creature.

**Magic Item Creation Modifier:** Constant  $\times 2$



### AEONIAN LANTERN

Conjuration (Creation) [Light]

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** A glowing, stationary lantern

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** No

You create a magical glowing lantern. In its eternal light, which is equal to that of a normal lantern (30-foot radius), all foes suffer a –2 morale penalty to attacks, saves, and checks. The lantern can float in mid-air or rest upon a surface, but once created it does not move. It is not a physical object, just a manifestation of light and energy. As such, it cannot be damaged, although it can be extinguished. The caster (and those who learn the specific command word unique to each lantern) can douse the light with a word, returning the light upon command whenever desired.

Many temples or frequent campsites in the wilderness are protected by one or more *aeonian lanterns*.

**Diminished Effects:** The duration of the spell becomes 1 round/level.

**Heightened Effects:** The lantern's light covers a 60-foot radius.

**Magic Item Creation Modifiers:** Constant ×4, charged ×4, single-use ×2, spell-completion ×2

### AID FROM THE FUTURE

Transmutation

**Level:** 6 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You call on your future self to aid you in the present. Drawing on the life energy of the you living 24 hours in the future, you restore yourself to full hit points and regain 1d4+1 levels of cast spells of your choosing (you must have prepared the spells for that day). Exactly 24 hours after the casting of this spell, you suffer 4d6 points of sub-

dual damage and are stunned for 1d6+4 rounds.

If you cast *aid from the future* but die without being raised before the 24 hours elapses, or if in 24 hours you are within the area of a *null magic zone*, or if something else prevents this spell from logically functioning after it has been cast, the temporal flux caused by the paradox inflicts 4d6 points of real damage upon you and all the allies who were within 30 feet of you when you cast the spell *regardless of their current location or condition—even in a null magic zone*. The affected creatures also are stunned for 10 rounds. There is no saving throw.

You can cast this spell only once in a given 24-hour period.

**Diminished Effects:** The spell heals you fully, but you regain no cast spells.

**Heightened Effects:** The spell also frees you of any unwanted, nonpermanent, or Instantaneous enchantments or transformations.

**Magic Item Creation Modifier:** Single-use ×2

### ALIKABA'S GIFT

Transmutation [Teleportation]

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One object or creature

**Duration:** Instantaneous

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

Whatever you hold in your hands you immediately transfer into the hands of a creature you designate at the time of casting. If the subject holds something else, he drops what he's holding to hold your gifted object instead. Should the subject have a free hand, it appears in his free hand, assuming it can be held in one hand. If both hands are full, however, he drops all other held objects to hold the gift in both hands. You may transfer only a single object or creature (with gear), although it can be a complex object (a bucket of water counts as one object).

The object or creature must be something you can lift over your head.

Failing the saving throw means the subject does not grab the gift; it appears and falls to the ground at his feet. If you transfer a creature, neither the creature nor the subject of the gift get an attack of opportunity. They now share the same space. If you transfer an immediately harmful substance, such as a handful of acid or a burning-hot coal, the subject suffers damage immediately (if he fails his save) but can drop the object as a free action on his turn. If you transfer something the subject cannot sustain due to its weight or unwieldy nature, the subject drops it immediately and must make another Reflex saving throw to avoid dropping it on himself (such as on his foot) or falling down due to the weight, or both, as the DM sees fit to adjudicate. Only items unattached to a creature can be transferred or dropped because of this spell. A sword in a locked gauntlet or certain cursed items go unaffected.

**Diminished Effects:** The spell cannot transfer a creature and you cannot transfer complex objects. The object transferred must be something you can hold in one hand.

**Heightened Effects:** A creature transferred need not be willing, although an unwilling creature gets a Reflex saving throw to resist.

### ALIKABA'S THEFT

Transmutation [Teleportation]

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One object or creature

**Duration:** Instantaneous

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You must have both hands free to cast this spell, which allows you to steal whatever someone is holding. Whatever she has in her hands, you now hold in yours. You may steal only a single object or creature, although it

can be a complex object (a backpack full of gear counts as a single object). You may not steal an object the subject is wearing, such as a ring. You can steal a creature grappled by another creature. The object or creature must be something you can lift over your head. See *Alikaba's gift*† for more details.

**Diminished Effects:** The spell cannot steal a creature and you cannot steal complex items. The object stolen must be something you can hold in one hand.

**Heightened Effects:** The spell can steal objects that another creature is wearing.

### ANAVAR'S ANTICIPATED ATTACK

Divination [Psionic]

**Level:** 1 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You peer momentarily into the future, enough to be warned of a coming attack. The first time you are attacked within the spell's duration, the attack suffers a –20 luck penalty. After the first attack, the spell's effects disappear.

**Diminished Effects:** The attack suffers a –5 penalty.

**Heightened Effects:** The spell affects the first 1d4+1 attacks after casting, within the limits of the duration.

**Magic Item Creation Modifier:**

Constant N/A

### ANGEL'S REDOUBT

Conjuration (Creation)

**Level:** 6 (Exotic)

**Casting Time:** One minute

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** A tower 20 feet square and 30 feet tall

**Duration:** Two hours/level

**Saving Throw:** No

**Spell Resistance:** No

You conjure a fortified tower made of stone upon a flat surface. There are two floors and a flat roof with battlements, all connected by narrow stairs inside. In all respects the structure resembles a normal tower with an iron door and three shuttered windows on the upper level (stairs lead from the ground level outside up to the door), and a small fireplace.

The shelter has a comfortable temperature and atmosphere no matter what the conditions are like outside. The tower provides considerable security—the stone walls measure 4 feet thick, and the iron door 2 inches thick. The structure itself resists spells cast directly upon it as if it had spell resistance 25. It is impervious to normal missiles, but not the sort cast by siege machinery or giants.

The door, shutters, and even chimney remain proof against intrusion, the former two secured with *greater sealed door* and the latter by an iron grate at the top and a narrow flue. Finally, seven conjured celestial dogs watch over and protect the tower for the duration.

The tower contains elegant furnishings: 12 bunks, a trestle table, eight chairs, two benches, and a writing desk. The interior decor includes reliefs and tapestries depicting angels and other holy beings.

**Diminished Effects:** The duration of the spell becomes 10 minutes/level.

**Heightened Effects:** The duration of this spell becomes four hours/level.

**Magic Item Creation Modifier:**

Constant N/A

### ANIMATE NECROSIS

Necromancy [Negative Energy]

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One wounded living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (later Will partial, see text)

**Spell Resistance:** Yes

You animate the dead tissue in the wound of a wounded living creature. This spell can affect any creature currently below its maximum hit points due to injury. Bits of animated flesh form a sickly tendril that reaches up and out of a single wound, attacking the living portion of the creature.

The creature must make a Will saving throw immediately or the sight of this horror stuns it for 1d3 rounds. Whether the creature is stunned or not, the undead tendril of flesh makes attacks with a +15 bonus (Strength 20). It makes a grapple attack as a creature of the subject's size (even though it is actually smaller). If it achieves a hold, it immediately begins constricting and strangling the creature, inflicting 2d6 points of damage per round.

The necrotic tendril has 2 hit points per Hit Die of the original creature, and AC 15 (+2 for size, +3 for natural armor). A single casting of this spell affects only one wound.

**Diminished Effects:** There is no stunning effect.

**Heightened Effects:** The animated flesh leaves the target's body and can move at a speed of 20. It obeys your telepathic commands.

### ANIMATED TATTOO

Illusion

**Level:** 0 (Simple)

**Casting Time:** One hour

**Range:** Touch

**Effect:** A 3-inch-square area of flesh

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

You create a tattoo with the ability to move in place upon a creature's skin. Thus, the spell can create an *animated tattoo* of a lion roaring or a dragon breathing fire, a moving waterfall, or a warrior swinging a sword. The image and its movements are preset; once the spell is cast, one cannot change them.

The image is decorative only, with no other effects.

**Heightened Effects:** The tattoo can move all over the subject's body if the caster wishes.

**Magic Item Creation Modifier:**  
Single-use  $\times 2$

#### APOLIOTH'S CONDEMNATION

Evocation

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 20-foot-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You create a burst of magical energy that deals 1d6 points per level in subdual damage (maximum 10d6). Further, those failing their saving throw become entangled by lingering threads of magical energy for 1d6 rounds. An entangled creature suffers a  $-2$  penalty to attack rolls and a  $-4$  penalty to effective Dexterity. He can move at half speed but can't run or charge. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. The spell affects only living creatures—objects, undead, and constructs remain unharmed.

**Diminished Effects:** There is no entangling effect.

**Heightened Effects:** Maximum damage is 15d6. Creatures failing the saving throw are not entangled but stunned for 1d6 rounds.

#### ARATHAN'S SPIRITUAL

SOLDIER

Conjuration (Creation) [Positive Energy]

**Level:** 8 (Exotic)

**Casting Time:** 1 round

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** A stone golem

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** No

You conjure a tall stone statue in the form of a shining knight. This statue absorbs any incorporeal undead of 10 HD or less within range, starting with the least powerful undead. Once the

spell has drawn at least 25 HD of incorporeal undead into the statue, the imprisoned spirits cause the statue to animate as a stone golem. As long as the golem does not leave the range, it remains under the caster's control. If the golem goes outside the range, if it's destroyed, or if the spell's duration ends, the statue crumbles to dust, destroying the undead. Although, like a normal stone golem, the statue proves impervious to most spells, a successful dispelling will disintegrate the statue and free the undead rather than destroying them. Once the undead have entered the statue, they are no longer able to be turned.

**Diminished Effects:** The spell affects undead of 5 HD or less and absorbs a total of 35 HD. Furthermore, the golem it creates has half the normal hit points.

**Heightened Effects:** The spell affects undead of 15 HD or less and absorbs only 15 HD before animating the golem.

**Magic Item Creation Modifiers:**  
Constant N/A, single-use  $\times 1.5$ , spell-completion  $\times 1.5$

#### ARCANA FORM

Transmutation

**Level:** 9 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You transform yourself into a being of pure magical energy.

You are incorporeal, immune to critical hits, and can fly with good maneuverability at a speed of 100. Because you can draw magical essence from your own form, you can use this energy to cast spells. At the cost of 5 hit points per spell level, you can cast spells with no loss of prepared spells or spell slots (you can cast only spells you know, or those you have prepared for that day, if you prepare spells). At the cost of 1 Constitution point (temporary damage), you can use a charged item and not expend a charge; 2 Constitution points will save two charges, if needed. If you enter a *null*

*magic zone*, you cease to exist for the rest of the spell's duration (or the null magic's duration, whichever is shorter).

**Diminished Effects:** The transformation into energy is only a partial effect. You are not incorporeal and are not immune to critical hits.

**Magic Item Creation Modifiers:**  
Constant  $\times 4$ , single-use  $\times 2$

#### ARMOR CONTINGENCY

Conjuration (Calling)

**Level:** 1 (Exotic)

**Casting Time:** 10 minutes

**Range:** Touch

**Effect:** One suit of armor

**Duration:** One hour/level

**Saving Throw:** No

**Spell Resistance:** No

You set up a contingency with your armor, so that if a predetermined event takes place during the duration, the armor appears on you, fully donned and prepared. Such an event can include a specific word or gesture from you as a free action. The armor must be within one mile per level for this spell to function, and it cannot bring anything else with it. For example, you cannot attach your weapon to your armor and expect it to appear with the armor. A shield cannot be prepared with this contingency, only a suit of armor.

An obvious contingency event might be, "If I am attacked."

**Diminished Effects:** Activating this effect counts as a standard action.

**Heightened Effects:** Activating this effect is not an action, allowing you to use it before you take your turn in an encounter.

**Magic Item Creation Modifier:**  
Constant  $\times 4$

#### ARROW DEFLECTION

Transmutation

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No





You can deflect one ranged physical (nonspell) attack per round as a free action if you make a Reflex saving throw (DC 20); if the ranged weapon has a magical bonus to attack, the Difficulty Class increases by that amount. If you succeed, you deflect the weapon. You must be aware of the attack and not flat-footed, however.

**Diminished Effects:** The spell affects only one attack.

**Heightened Effects:** You can deflect up to three incoming attacks in a round.

**Magic Item Creation Modifiers:** Constant  $\times 3$ , single-use  $\times 2$

#### ARROW REDIRECTION

Transmutation

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

As *arrow deflection*, except that you may redirect the ranged attack at anyone of your choosing within the attack's normal range. The attack retains its initial attack roll to determine whether it hits the new target and inflicts damage normally. Thus, if an archer fires an arrow at you with an attack roll of +25, you direct it at another target, striking if the new target's Armor Class is 25 or less. You can redirect attacks back at the original attacker if you wish.

**Diminished Effects:** The attack misses you but misses the attacker as well.

**Heightened Effects:** If you hit, the attack's damage doubles.

**Magic Item Creation Modifiers:** Constant  $\times 3$ , single-use  $\times 2$

#### AUDIBLE WHISPER

Transmutation [Sonic]

**Level:** 0 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You give your voice a magical quality so that your words, even your whispers, can be heard by all within 100 feet. This effect proves true even over loud noises, like combat. You cannot be selective with this spell, however. Everyone within 100 feet can hear everything you say.

**Diminished Effects:** Creatures within 50 feet can hear your whispers.

**Heightened Effects:** Creatures within 200 feet can hear your whispers.

**Magic Item Creation Modifier:** Constant  $\times 2$

#### BETRAY THE YEARS

Abjuration

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One nonmagical object of no more than 10 lbs. per level

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

You make one object immune to the effects of time. Wood doesn't rot, paper doesn't yellow, water doesn't evaporate, and so on. This spell does not protect against forces other than time. So, for example, a rock can still be worn down by the erosion of running water.

**Diminished Effects:** The object can weigh no more than 1 lb./level, and the duration is one day/level.

**Heightened Effects:** The object can weigh up to 100 lbs./level.

### BIND ITEM

Evocation [Force]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One object no larger than 3 feet across

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

The subject of this spell is encased in a globe of force no larger than 3 feet in diameter. If the target object is held by a creature, the creature can make a Reflex saving throw to resist the effects of the spell. The globe remains resistant to harm, much like a *greater eldritch wall*. However, the globe is weightless and can be moved (assuming enough force is available to move the weight of the object encased in the globe). This spell often proves useful in transporting dangerous substances.

**Diminished Effects:** Range is touch. Duration is one minute/level.

**Heightened Effects:** The globe of force can be up to 6 feet in diameter.

### BINDING PACT

Enchantment (Compulsion)

[Language-Dependent,

Mind-Affecting]

**Level:** 4 (Simple)

**Casting Time:** 1 round

**Range:** Close (25 feet + 5 feet/2 levels)

**Targets:** You and one other target

**Duration:** Instantaneous

**Saving Throw:** See description

**Spell Resistance:** See description

This spell places a magical bond on you and a single creature you select. You both agree to complete a bargain of some sort, with each side fulfilling an obligation for the other. For example, one party might agree to assassinate a wizard in return for a magical dagger from the other. The targets must agree to receive the spell's effects—if either is unwilling, it automatically fails. Both sides must audibly state their responsibility, and after this declaration the two must agree to complete their tasks.

If one of the parties involved in the *binding pact* fails to hold up his end of the bargain, he suffers 2 points of damage to each ability score per day until he makes efforts to complete his promise. Ability scores damaged in this manner do not drop below 3. The spell immediately ends if either side's promise cannot be fulfilled for reasons beyond either party's control. If outside forces complete one person's pledge, it counts as though he fulfilled his obligation. This spell may bind an assassin to kill the king, but if the monarch dies in battle or due to an accident, the assassin's responsibility is still fulfilled.

A creature cannot enter into a *binding pact* while under the effects of a spell or other effect that forces it to agree to the pact. In such a case, the spell automatically fails.

Spellcasters use *binding pact* to ensure the loyalty of hirelings who may resist or attempt to break compulsion spells. This spell's effects cannot be broken via magical means. Only fulfilling the pact (or the conditions stated above) can end it.

**Diminished Effects:** Those breaking the pact suffer 1 point of damage to all ability scores per day.

**Heightened Effects:** Those breaking the pact suffer 3 points of damage to all ability scores per day.

### BLACK MULCHING

Necromancy [Plant]

**Level:** 4 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 20-foot-diameter sphere

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

All plants in the area with 3 HD or less blacken and die automatically, falling to shreds. Other plants suffer 1d10 points of damage. You can move the area anywhere within the range of the spell each round.

**Diminished Effects:** The duration is Instantaneous.

**Heightened Effects:** Plants with less than 5 HD die instantly, and others suffer 3d6 points of damage.

### BLACKSMITH'S CURSE

Transmutation [Earth]

**Level:** 8 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 40-foot burst

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell undoes the work of smiths and artisans, transforming metal weapons and armor into useless lumps of ore. Armor falls to the ground in chunks of metal, weapons bend, curve, and crumble, while shields split and collapse. Each creature in this spell's area may attempt one saving throw for all its objects. The *blacksmith's curse* affects those who fail. Other metal items, such as belt buckles, nails, and horseshoes, go unaffected—only weapons, armor, and shields suffer its effects. Note that unattended nonmagical items do not receive a save against this spell as normal.

The remains of weapons, armor, and shields keep half their gold-piece value as raw materials for the purposes of the Craft skill. Despite its name, this is not an actual curse spell.

**Diminished Effects:** The area becomes only a 20-foot burst.

**Heightened Effects:** All metal items are affected, and nonmagical items get no saving throw.

**Magic Item Creation Modifiers:**

Single-use ×1.5, spell-completion ×1.5

**BLAST OF COLD**

Evocation [Cold]

**Level:** 1 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

A blue-white bolt of screaming cold energy emanates from your fingertip and strikes a single target, inflicting 1d6 points of damage per two caster levels (maximum 5d6).

**Diminished Effects:** The spell inflicts 1d4 points of damage.

**Heightened Effects:** The target that fails its save is also dazed for 1d3 rounds.

**BLAZING LIGHT**

Evocation [Light, Positive Energy]

**Level:** 6 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

Focusing power like a ray of sunlight, you project a beam of light from your hand. Creatures struck by this ray of light suffer 1d8 points of damage per caster level (maximum 15d8). Undead creatures take an additional +2d8 points of damage, and undead creatures particularly vulnerable to sunlight, such as vampires, receive an additional +5d8 points of damage (not cumulative with the additional damage to undead). Constructs and inanimate objects take only 1d6 points of damage per caster level (maximum 15d6).

**Diminished Effects:** The spell uses d6s instead of d8s for damage and has 10d6 maximum damage.

**Heightened Effects:** Undead struck by this spell suffer 2 points of Strength damage and a -2 morale penalty to attacks, damage, checks, and saves for 1 round/caster level.

**BLISSFUL SLEEP**

Abjuration

**Level:** 1 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One willing, living creature**Duration:** Eight hours**Saving Throw:** None**Spell Resistance:** Yes

The target can get a good night's sleep even in horrible conditions. Even wearing armor, lying on a slimy dungeon floor surrounded by corpses, a character can sleep soundly. This sleep is not a compulsion, however—it affects only willing targets.

Characters who sleep for the full duration of this spell wake up so refreshed, they gain a +1 circumstance bonus to the first skill or ability check they make that day. Characters sleeping under the effects of this spell gain a +4 luck bonus to saving throws against somnancer class abilities and dream hunter special attacks.

**Diminished Effects:** The target gains no bonus to checks.

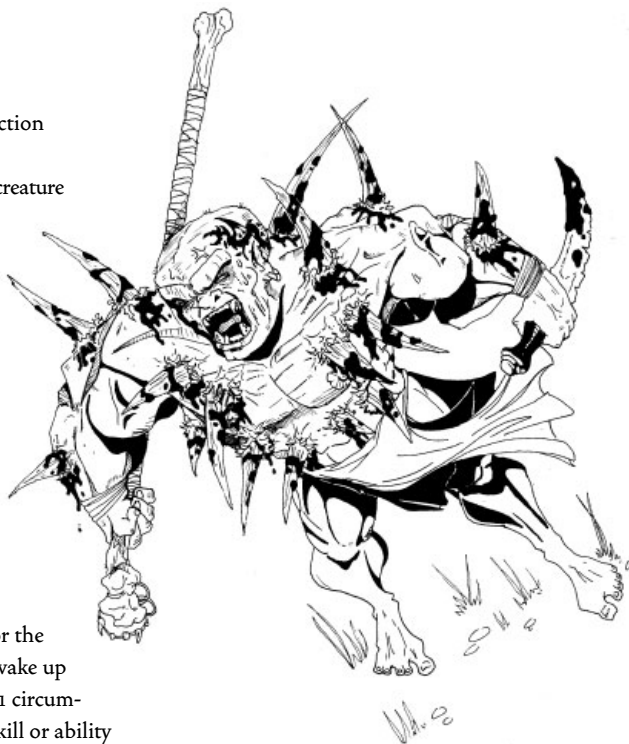
**Heightened Effects:** The target gains a +1 enhancement bonus to all skill or ability checks for one hour upon waking.

**BLOOD SPIKES**

Transmutation

**Level:** 1 (Exotic)**Casting Time:** Standard action**Range:** Touch**Target:** One creature with blood**Duration:** 1 round/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You cause the blood of one creature to suddenly coagulate and harden into spikes, which thrust out of its flesh. This eruption inflicts 3d6 points of damage to the subject. If the creature survives, it can then use the spikes as weapons for the duration of the spell. The spikes add 1d6 points of damage to any grapple or unarmed attack the subject makes.

**Diminished**

**Effects:** The subject suffers only 1d6 points of damage, but gains only a +1 bonus to damage when grappling or making unarmed attacks.

**Heightened Effects:** The damage suffered by the subject heals immediately after the spell takes effect.

**Magic Item Creation Modifiers:**

Constant ×2, single-use ×2

**BLUE BOLT**

Evocation

**Level:** 1 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One living creature**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

You point your finger and from it erupts a thin blue bolt. You must make a ranged touch attack to use the bolt to strike a foe. If it hits, you deal 1d6 points + 1 point per level of subdual damage (maximum +10). This spell has no effect on objects, undead, or constructs.

**Diminished Effects:** The spell inflicts 1d4 points of subdual damage.

**Heightened Effects:** The spell inflicts 1d6 points of subdual damage plus 1d6 additional points per two levels (maximum 5d6).

### BOLT OF CONJURING

Conjuration (Creation)

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** Instantaneous (see text)

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You fire a blast of magical force that strikes a target unerringly, inflicting 1d4 points of damage per caster level (maximum 10d4). Further, at the time of striking, the bolt conjures a monster as if *conjure energy creature I* had been cast. The conjured creature can act immediately upon appearing anywhere you desire within 5 feet of the target, as described in *conjure energy creature I*. It remains for 1 round per caster level.

**Diminished Effects:** The spell has a maximum damage of 5d4, and the conjured creature appears for only 1 round.

**Heightened Effects:** The spell conjures a creature as if *conjure energy creature II* had been cast.

### BONE TATTOO

Necromancy

**Level:** 3 (Simple)

**Casting Time:** One minute

**Range:** Touch

**Target:** One living creature

**Duration:** One minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

This spell creates a bone-colored skull-and-bones tattoo pattern on the flesh of a living creature. As long as the tattoo lasts, the tattooed creature has spell resistance 10 plus your level against cold, shapechange, and mind-affecting attacks. Further, mindless undead creatures react to the tattooed creature as if he were undead as well.

**Diminished Effects:** Mindless undead do not react to the tattooed creature as if undead.

**Heightened Effects:** The tattooed creature also gains a +6 competence bonus when making Bluff or Diplomacy checks when dealing with intelligent undead.

**Magic Item Creation Modifier:**

Constant ×2

### BROTHER'S REVENGE

Transmutation [Curse, Truename]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature (see text)

**Duration:** One day/level (D)

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

If the target inflicted damage or other harm upon a family member of yours (and you are aware of this fact), you can cast this spell to cause the target's body to rot and wither slowly. Each day, the target suffers 1d4+1 points of Constitution damage and a cumulative –1 penalty to attack rolls, saving throws, and checks. The ability score damage heals normally, but the penalty does not end until the duration of the spell elapses (at which point it ends completely) or until the spell's effects are removed magically. The spell's duration can be brought to an end with a *remove curse* spell cast by a caster with a higher caster level than yours, or by a *perfect health*, *restoration*, or *regeneration* spell. Targets who make a successful Fortitude saving throw still suffer 2 points of temporary Constitution damage.

**Diminished Effects:** Range is touch and the duration is Instantaneous (the damage inflicted in one day happens immediately).

**Heightened Effects:** The spell's duration is Permanent.

**Magic Item Creation Modifiers:**

Single-use ×2, spell-completion ×2

### BRUTAL SEETHING SURGE

Evocation [Acid]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** Permanent until discharged

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

By welling up corrosive power within your hand, you turn yourself into a powerful weapon, capable of a vicious touch attack. Your touch inflicts 1d8 points of acid damage, plus 1 point per level. Further, the victim must make a Fortitude saving throw or become dazed for 1d3 rounds (subject can take no actions other than self-defense). You can make a total of one successful touch attack per level (successful in that you touch the subject—not dependent upon actually inflicting damage or dazing him). You are still limited by your own total number of attacks per round.

**Diminished Effects:** The damage is 1d6 points + 1 point/level, and the subject is dazed for no more than 1 round.

**Heightened Effects:** The subject is stunned for 1d2 rounds rather than dazed.

**Magic Item Creation Modifier:**

Constant ×2

### BULLY'S CURSE

Enchantment (Compulsion)

[Mind-Affecting, Curse, Truename]

**Level:** 4 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell suffers from intense overconfidence, causing her to fight with a half-hearted effort against foes whose combat skills (she believes) clearly cannot match her own. Against foes with a total attack bonus lower than hers, she suffers a –4 penalty to attacks and a –2 penalty to Armor Class. In addition, the target refuses to



make attacks of opportunity against such obviously inferior opponents. These penalties do not apply against foes with an attack bonus equal to or greater than hers.

Note that this spell applies to a target's total attack bonus, not just her base attack bonus. Apply any modifiers due to Strength, magic, etc. to determine whether this spell takes effect. Include situational modifiers such as flanking and higher ground. Determine the target's attack bonus versus her

opponent's at the time she makes her attack to see whether this spell takes effect.

Only *remove curse* can overcome the spell's effects.

**Diminished Effects:** The victim suffers a  $-2$  penalty to attacks, and no penalty to Armor Class.

**Heightened Effects:** The caster does not need to know the target's truename.

### BURNING BRAND

Evocation [Fire]

**Level:** 1 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** A burning flame on the end of a torch

**Duration:** 1 round/level

**Saving Throw:** No

**Spell Resistance:** Yes

This spell lights a torch with a burst of powerful, divine fire. You can use the brand as a touch-attack weapon that deals 1d6 points of fire damage, 2d6 points to an undead creature. It can also be used (once) as a ranged weapon with a range increment of 10 feet. Using the brand as a ranged weapon ends the spell. The brand counts as a blessed weapon against those creatures (such as some fiends) with a special weakness to them and strikes incorporeal undead with no miss chance.

**Diminished Effects:** The spell inflicts 1 point of damage, 1d4 points against undead.

**Heightened Effects:** The spell's duration increases to 10 minutes/level.

**Magic Item Creation Modifier:** Constant  $\times 4$

### BURNING RAIN

Conjuration (Summoning) [Fire, Water]

**Level:** 4 (Simple)

**Casting Time:** 1 round

**Range:** Long (400 feet + 40 feet/level)

**Area:** A cylinder up to 100 feet high with a 20-foot radius

**Duration:** 1 round/level

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You summon a dark cloud up to 100 feet directly over a point within range. The cloud has a 20-foot radius. It immediately begins raining down a substance not unlike alchemist's fire, showering the area beneath the cloud with a dangerous, fiery downpour. Anyone beneath it suffers 2d6 points of fire damage each round (a new save is required each round). You cannot move the cloud once you have created it. Normal weather does not affect the *burning rain*—even gale-force winds do not move the cloud. Magical weather or a *gusting wind* spell, however, dispels the cloud automatically. This spell

proves particularly good at destroying flammable objects that cannot move.

**Diminished Effects:** The spell inflicts 1d6 points of damage each round.

**Heightened Effects:** The spell inflicts 3d6 points of damage each round.

### CALL OF THE DIAMOND

Enchantment (Compulsion)

[Truename]

**Level:** 7 (Exotic)

**Casting Time:** 1 round

**Range:** Unlimited

**Target:** One creature of no more than 2 HD/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A specific creature you name (a creature without a name is immune) must travel, using its fastest means possible (including magical items or spells if prepared or available) to appear before you, standing close enough to touch. Once the creature arrives at that spot, the spell ends.

The creature may have to go through threatened or dangerous areas (passing by guards or moving through a wall of fire) to get to you, or it even may have to break through a barrier (like a wall of ice). A barrier that requires more than 10 rounds to get through is considered impassable for the purposes of this spell. If the creature physically cannot reach you, the spell ends immediately—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 25 hp that must navigate a pool of lava to reach you is unaffected by the spell, as is a creature on another plane that has no planar travel ability. If you cast the spell and then move to a spot where the creature cannot reach you, you have freed it from the compulsion.

While under the effects of *magic circle* or similar spells, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the diamond*, nor dispel it.

**Diminished Effects:** The saving throw becomes Will negates.

**Heightened Effects:** The spell can affect any creature.

**Magic Item Creation Modifiers:** Singe-use ×2, spell-completion ×2

### CALL OF THE EMERALD

Enchantment (Compulsion)

[Truename]

**Level:** 6 (Exotic)

**Casting Time:** 1 round

**Range:** Unlimited

**Target:** One creature of no more than 2 HD/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A specific creature you name (a creature without a name is immune) must immediately steal the nearest object it is aware of—something that's worth at least 500 gp and does not belong to it. Once the subject takes the object, the spell ends. The creature may have to go through threatened or dangerous areas (passing by guards or moving through an area protected by a rune) to get at the object, or it may even have to break through a barrier or pick a lock. A barrier that requires more than 10 rounds to get through is considered impassable for the purposes of this spell. If the creature physically cannot reach the object, the spell ends immediately—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 30 hp that must swim through acid to reach the object is unaffected by the spell.

While under the effects of *magic circle* or similar spells, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the emerald*, nor dispel it.

**Diminished Effects:** The saving throw becomes Will negates.

**Heightened Effects:** The spell can affect any creature.

**Magic Item Creation Modifiers:** Singe-use ×2, spell-completion ×2

### CALL OF THE RUBY

Enchantment (Compulsion)

[Truename]

**Level:** 5 (Exotic)

**Casting Time:** 1 round

**Range:** Unlimited

**Target:** One creature of no more than 2 HD/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A specific creature you name (a creature without a name is immune) must immediately attack the nearest creature it is aware of. After the subject attacks once, the spell ends (regardless of success).

The subject may have to pass through dangerous areas (moving through a region covered by enemy archers) to get at the creature, or it may even have to break through a barrier. A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this spell. If the subject physically cannot reach the creature, the spell ends immediately—including a situation forcing the subject to pass through an area that would, without a doubt, kill it. For example, a subject that breathes only in water but must cross land to reach its target is unaffected by the spell.

While under the effects of *magic circle* or similar spells, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the ruby*, nor dispel it.

**Diminished Effects:** The saving throw becomes Will negates.

**Heightened Effects:** The spell can affect any creature.

**Magic Item Creation Modifiers:** Singe-use ×2, spell-completion ×2

### CALL OF THE SAPPHIRE

Enchantment (Compulsion)

[Truename]

**Level:** 6 (Exotic)

**Casting Time:** 1 round

**Range:** Unlimited

**Target:** One creature of no more than 2 HD/level

**Duration:** Instantaneous



**Saving Throw:** None

**Spell Resistance:** Yes

A specific creature you name (a creature without a name is immune) must immediately go to its home. Once the subject arrives home, the spell ends. Creatures with no home or lair cannot be affected by this spell, although even a regular place to sleep could be considered a "home." The creature may have to traverse threatened or dangerous areas (including passing by hostile beasts) to get home, or it may even have to break through a barrier (like a wall of ice). A barrier that requires more than 5 rounds to get through is considered impassable for the purposes of this spell. If the creature physically cannot reach its home, the spell ends immediately—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 25 hp that must navigate a pool of acid to get home is unaffected by the spell, as is a creature with no planar travel ability whose home is on another plane.

While under the effects of *magic circle* or similar spells, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the sapphire*, nor dispel it.

**Diminished Effects:** The saving throw becomes Will negates.

**Heightened Effects:** The spell can affect any creature.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

### CALL OF THE TOPAZ

Enchantment (Compulsion)

[Truename]

**Level:** 5 (Exotic)

**Casting Time:** 1 round

**Range:** Unlimited

**Target:** One creature of no more than 2 HD/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A specific creature you name (a creature without a name is immune) must immediately stand perfectly still as

though paralyzed for 1 round. While under the effects of *magic circle* or similar spells, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the topaz*, nor dispel it.

**Diminished Effects:** The saving throw becomes Will negates.

**Heightened Effects:** The spell can affect any creature.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

### CHAINS OF NULL MAGIC

Evocation

**Level:** 8 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature or object

**Duration:** 10 minutes/level (D)

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You wrap the target in magical chains that not only bind with the strength of real chains (rendering the victim immobile and helpless) but suppress any active spells, spell-like abilities, or supernatural abilities, including magic items. Further, this spell keeps the target from activating any new spells, spell-like abilities, or supernatural abilities, or being affected by those that others cast. It is as if the victim were in his own personal *null magic zone*.

**Diminished Effects:** The duration becomes 1 round/level.

**Heightened Effects:** The chains are unbreakable.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

### CHANGE WEAPON

Transmutation

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One weapon

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell alters one weapon, transforming it into another weapon of your choice with the same quality and magical

abilities (if any). *Change weapon* can increase or decrease a weapon's size by up to three categories, so one could transform a dagger into a dire flail but not into a Huge greatsword. For the purposes of this spell, a "weapon" is anything designed specifically for fighting; a dagger or sword counts as a weapon, but a butter knife or a chair leg does not. This spell cannot affect or create siege engines or ranged weapon ammunition (bolts, arrows, and so on). This spell can transform a weapon's ammunition, such as an arrow or a sling stone, into another weapon, such as a melee weapon. However, the ammunition's magical abilities (if any) can be used only once before they are forever lost.

**Diminished Effects:** The weapon's size can change by only one category.

**Heightened Effects:** The spell affects one weapon/caster level.

### CHARM ITEM

Enchantment (Charm)

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One intelligent item

**Duration:** One hour/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This charm makes an intelligent item regard you as its trusted friend and ally. If the item is currently under threat or attack by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed item, but it perceives your words and actions in the most favorable way. You can try to give the item orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do (retries not allowed). A charmed item never obeys self-destructive or obviously harmful orders. Any act by you or your apparent allies that threatens the charmed item breaks the spell. Note also that you must speak the item's language to communicate your commands, or else be good at pantomiming.



**Diminished Effects:** The duration becomes 1 round/level.

**Heightened Effects:** You gain a +5 bonus when making opposed Charisma checks to convince the item to do something it normally would not do.

### CIRCLE OF BINDING

Enchantment (Compulsion)

[Mind-Affecting]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** Circle with a radius of up to 5 feet/level

**Duration:** One minute/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

When you cast this spell, energy lances from your hands and traces a circle on the ground. Anyone touching the ground within the circle at the time of casting is trapped within it. They can take any sort of normal action, but they cannot leave the circle (even spells such as *teleport* fail). Those not touching the ground, those making their saving throw, or those entering the circle later, go unaffected. If you enter the circle, the spell ends.

**Diminished Effects:** The spell's area is a circle with a radius of 5 feet.

**Heightened Effects:** Creatures with the area suffer 1d6 points of subdual damage/minute if they fail a Fortitude saving throw.

### CITY TRANSPORT

Transmutation

**Level:** 8 (Exotic)

**Casting Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** One minute/level

You can cast *city transport* only within a settlement that is home to at least 100 people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define 100 farmers living across hundreds of acres as a settlement). For the duration of this spell, you can teleport anywhere within the confines of that community without chance of error (with the same limitations as the *teleport other* spell). You can do this once every other round, up to a maximum number of times equal to half your caster level.

**Diminished Effects:** You are limited to no more than one teleportation per five caster levels.

**Heightened Effects:** You can transport between multiple cities as well as within one.

### Magic Item Creation Modifiers:

Constant ×2, single-use ×2

### CLARITY OF MIND

Enchantment (Compulsion)

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You call upon the stillness of the universe to grant you mental and emotional peace. You gain a +1 competence bonus to Concentration checks.

**Heightened Effects:** The spell confers a +4 competence bonus to Concentration checks.

### Magic Item Creation Modifier:

Constant ×4

### CLOUD THE MIND

Enchantment [Mind-Affecting, Psionic]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature

**Duration:** One minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes



This spell hinders and clouds its target's senses, making the character less likely to notice slight clues that tip off a lie, an opponent skulking in the shadows, or a distant sound. The target suffers a -4 penalty to Listen, Sense Motive, and Spot checks.

**Diminished Effects:** The target suffers a -1 penalty. The duration becomes 1 round/level.

**Heightened Effects:** The duration is 10 minutes/level.

#### COAX FORTH POWER

Transmutation

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One magic item

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

This spell allows you to enhance the amount of damage a spell-completion or command-word magic item inflicts: For the duration, the item inflicts 50 percent more damage than normal with each use. Thus, a *wand of sorcerous blast* (5th-level caster) deals 5d6 points of damage. The user rolls 21 points of damage. Under the effects of this spell, the wand inflicts 31 points of damage instead. This spell does not affect weapon damage.

**Diminished Effects:** The spell affects only items with a caster level of 3rd or less.

**Heightened Effects:** The item's damage is doubled.

#### COLDSCREAM

Evocation [Cold, Sonic]

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You emit a shrill shriek that inflicts 1d6 points of damage per level (maximum 10d6). Half this damage is cold damage, and half is sonic. Further, you can designate one object in the area that must make another Reflex saving throw. If it fails, the object shatters.

**Diminished Effects:** The spell cannot shatter objects.

**Heightened Effects:** The spell inflicts d8 points of damage/level (maximum 10d8).

**Magic Item Creation Modifier:** Single-use  $\times 2$

## COMMAND METAL

Transmutation [Earth]

**Level:** 7 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One metal object

**Duration:** 1 round/level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell allows you to force a metallic object to move, bend, or break. You could force a suit of plate mail to crush its wearer or a sword to slash at its wielder. Once you cast this spell, you can use a free action each round to direct the controlled metal to obey your will. Each round, you can confer one of the effects listed below upon a single metal object within range of the spell. You can change targets each round as a move action, but each time you do so, your new target object gains a saving throw if appropriate. An object that fails a save gains a new one if you change targets from it and then switch back.

If used against a metal construct, such as an iron golem or a shield guardian, this spell mirrors the effects of *charm*, despite a construct's immunity to mind-affecting magic. In this case, you can change the target of this spell, but you lose control of the construct.

**Attack:** You can make a metallic object attack a target using your base attack bonus modified by your Wisdom. A weapon controlled in this manner inflicts its standard damage. A non-weapon metal object counts as a club of the appropriate size. For example, an anvil would be Large, while a short steel rod would be Medium. A suit of armor or other item of clothing directed to attack can crush its wearer by inflicting bludgeoning damage based on its size. It inflicts damage as a greatsword of the appropriate size.

**Movement:** You can force an unattended metal object to move up to 10 feet per round. This effect can tear a held item from its user's grasp. Treat this effect as a disarm attempt, using your base attack bonus modified by your Wisdom. Obviously, should your attempt fail, your opponent has no opportunity to disarm you.

**Shapechange:** You may alter a metallic item's shape. This change can cause a weapon to become useless. A suit of armor affected in this manner reduces its armor bonus by half. Note that you can only alter armor with metallic components in this manner. For example, this spell cannot affect padded or hide armor. You cannot use this effect on magical items, including magical weapons or armor.

**Transformation:** You can turn an unformed mass of metal into any object you desire, so long as it does not have intricate, moving parts or other mechanical pieces. As a rule of thumb, you cannot create anything more complex than a suit of armor. With a successful Craft check (DC 30) you can create a masterwork item.

**Diminished Effects:** A standard action is required each round to control the metal object or change targets.

**Heightened Effects:** The spell can alter and destroy magic items. Metal items used to attack via this spell inflict an additional +1d6 points of damage. Metal items can move up to 30 feet in a round.

## COMMUNE WITH THE CITY

Divination [Psionic]

**Level:** 5 (Exotic)

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You can cast *commune with the city* only within a settlement that is home to at least 100 people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define 100 farmers living across hundreds of acres as a

settlement). After casting the spell, you can ask one yes or no question per caster level and receive an answer. This spell provides only answers known to someone within the settlement, and the question must pertain to the community in some way. So, if you cast the spell and ask, "Is the Chosen Sapphire within the Tower of Returning?" you will get an answer only if someone in the community where you cast the spell knows the answer. The locals upon whose knowledge you rely remain unaware of any spell effects: You are drawing upon the gestalt knowledge of all the residents, not that of any one individual—even if only one person knows the answer.

**Diminished Effects:** Each question has a chance of being answered equal to 50 percent + 1 percent per caster level.

**Heightened Effects:** The spell offers an additional question for every four caster levels.

**Magic Item Creation Modifiers:** Constant  $\times 1.5$ , single-use  $\times 3$

## COMRADE'S IMMUNITY

Transmutation [Truename]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One willing creature

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You render a creature immune to the effects of your spells, so that each time you cast a spell at the target or while she remains in the area of effect, it is as if you failed an SR check to affect her. Thus, spells that do not allow SR can still affect her. The target must be willing and you must state her name as part of the spell. Wizards frequently use this spell on their fighter allies, allowing them to hurl *sorcerous blasts* and similar spells with impunity, knowing that they will not harm their friends. Since you know your spell cannot harm your friend, you may make a ranged attack with a spell at a foe

engaged in melee with your comrade without suffering the normal –4 penalty for firing into melee.

**Diminished Effects:** Immunity conferred applies only to spells of 3rd level or higher.

**Heightened Effects:** The spell can affect one creature/five levels.

**Magic Item Creation Modifier:** Constant ×2

### COMRADE'S TRAIL

Conjuration (Creation) [Truename]

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Area:** A trail up to one mile long/level

**Duration:** One hour/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You create a trail, like a glowing thread, visible only to those whom you name while casting the spell. You can name only one creature per level. Nothing can disturb the trail physically, but it can be dispelled, and even 1 point of damage inflicted from a magical source destroys it. You can use this spell to create a visible trail through a maze, through a thick woods, or anywhere where you want your friends to follow.

**Heightened Effects:** The duration becomes one day/level.

### CONDITIONAL SPELL

Evocation

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature or object

**Duration:** Until discharged

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You cast this spell as well as another spell of 3rd level or lower to be “stored.” When a specific spell you name (of any level) is cast upon the subject, the stored spell releases in a preset manner. The stored spell takes effect immediately after the target spell in the same round.

For example, you store *sorcerous blast* within your friend the unfettered and

designate *energy bolt* as the impetus spell. Now, when an *energy bolt* is next cast, placing the unfettered in its area, a *sorcerous blast* is cast in the manner you chose when you cast *conditional spell*. You might have caused the spell to be cast “at the individual who cast *energy bolt*,” or “100 feet straight ahead,” or “at the subject’s feet.” The unfettered still suffers damage from the *energy bolt* normally.

You could also designate a door as the subject, with an impetus spell of *open door*, and store the *eldritch web* spell to be cast in the area around the door. Or, you could identify an impetus spell of *charm* that, when cast upon a cohort (as the subject), releases the stored spell *dispel magic*, cast on the cohort. A target and his gear may have only one *conditional spell* active at a time, meaning you cannot cast this spell on both a litorian and the litorian’s axe. If the impetus spell does not affect the target because of a successful save or spell resistance, the *conditional spell* still triggers. If the stored spell cannot be cast as designated by the caster (due to range, line of sight, etc.), the spell has no effect and the *conditional spell* is lost.

**Diminished Effects:** The stored spell must be 1st level or lower.

**Heightened Effects:** The stored spell can be 4th level or lower.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

### CONTROL CREATURE

#### OF THE MIST

Enchantment (Compulsion) [Air]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature of the mist

**Duration:** One hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell enables you to command a creature of the mist (see next page). You command the creature by voice. There is no telepathic communication, but the creature understands you, whatever lan-

guage you speak. Even if communication proves impossible, the controlled creature of the mist does not attack you. At the end of the spell, the controlled creature reverts to its normal behavior. A creature with an Intelligence of at least 2 remembers that you controlled it. If you attempt to control a creature of the mist that you did not create, the creature gains a +4 bonus to its saving throw.

**Diminished Effects:** The spell works only on creatures of the mist you create, up to a maximum of CR 9.

**Heightened Effects:** The spell’s duration is one day/level.

**Magic Item Creation Modifiers:** Constant ×1.5, single-use ×2, spell-completion ×2

### CREATE CREATURE

#### OF THE MIST

Conjuration (Creation) [Air]

**Level:** 7 (Complex)

**Effect:** One creature of the mist up to CR 9

As create lesser creature of the mist†, except you create a creature of the mist from a base creature up to CR 8 (making the resultant creature CR 9 or less).

**Diminished Effects:** The creature of the mist created has a maximum of CR 7.

**Heightened Effects:** The creature of the mist created has a maximum of CR 10.

**Magic Item Creation Modifiers:** Constant ×1.5, single-use ×2, spell-completion ×2.

### CREATE GREATER CREATURE

#### OF THE MIST

Conjuration (Creation) [Air]

**Level:** 9 (Complex)

**Effect:** One creature of the mist up to CR 12

As create lesser creature of the mist†, except you create a creature of the mist from a base creature up to CR 11 (making the resultant creature CR 12 or less).

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## CREATURE OF THE MIST

Creatures of the mist are artificial creations given life by magic. They are not constructs or automatons, but actual living creatures. Tales tell of creatures of the mist that occur in nature without having been crafted by some mage. If this is true, these creatures are rare and well hidden.

Creatures of the mist resemble other, more normal creatures, from humans to horses to dragons. They are given life, in fact, when a mage takes the exhaled breath of a creature and gives it a life of its own. Since the air is filled with the breath of all sorts of

beings, it is simple for a mage to pluck a tiny mote of breath of any creature that lives in the world. A spellcaster cannot create a creature of the mist from a creature that does not breathe or that has not long lived upon the world.

As insubstantial as smoke and as vaporous as the breath that gives them life, creatures of the mist float about feeding on the breath of other creatures. In all other ways, a creature of the mist is “born” with the instincts, intelligence, and personality of the creature it mimics. They look like misty or smoky versions of another creature—a griffon made of vapor, a cloud shaped like a rhodin, and so on.

### CREATING A CREATURE OF THE MIST

“Creature of the mist” is a template you can add to any creature (referred to hereafter as the “base creature”) that breathes—undead and constructs are not allowed, therefore, but plants are. The creature uses all the base creature’s statistics and special abilities except as noted here.

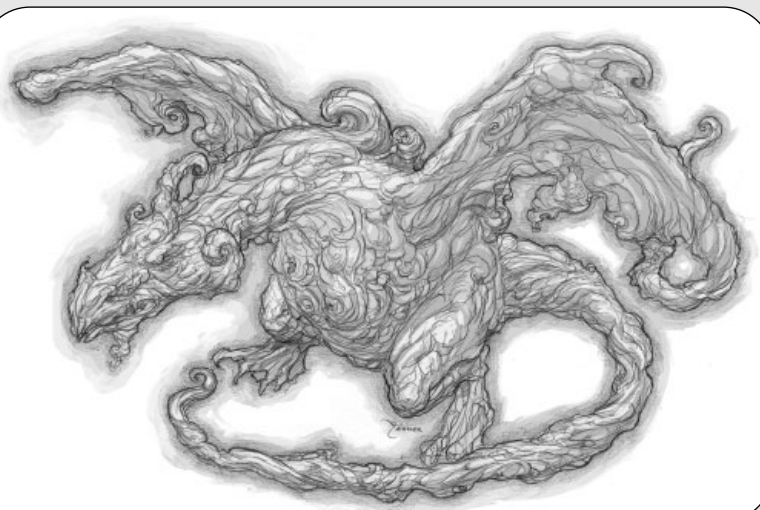
**Size and Type:** The creature gains the air subtype. Do not recalculate the creature’s Hit Dice, base attack bonus, or saves. Size is unchanged.

**Speed:** Creatures of the mist have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

**Armor Class:** The creature loses all natural armor bonuses but gains a deflection bonus equal to half its Hit Dice.

**Attack:** Creatures of the mist can, momentarily, make small parts of themselves substantial enough to make attacks. Thus, a creature with claw and bite attacks can briefly make its claws and teeth solid enough to inflict normal damage.

**Full Attack:** Creatures of the mist can, momentarily, make small parts of themselves substantial enough to make attacks. Thus, a creature with claw and bite attacks can briefly make its claws and teeth solid enough to inflict normal damage.



**Special Attacks:** The creature of the mist retains all the special attacks of the base creature. Saves are DC 10 + half the creature of the mist’s Hit Dice + the creature of the mist’s Constitution modifier, unless noted otherwise.

**Choke (Ex):** A creature of the mist can engulf opponents by moving on top of them. It fills the air around one creature of its size or smaller without provoking an attack of opportunity. The target must succeed at a Fortitude save or the creature of the mist steals its breath. The affected creature becomes incapacitated for 1 round while it chokes and gasps for breath. This is a standard action for the creature of the mist. Creatures that do not breathe are immune to this attack.

**Blind (Ex):** A creature of the mist can engulf and blind opponents by moving on top of them. It fills the air around one creature of its size or smaller without provoking an attack of opportunity. The target must oppose the creature of the mist’s attack roll with an attack roll of its own. If the creature of the mist wins, the affected creature becomes blinded for 1 round. This is a free action for the creature of the mist, but it can attempt it only once per round.

**Special Qualities:** A creature of the mist has all the special qualities of the base creature plus those listed below.

**Mist Form (Su):** The creature of the mist is permanently in a gaseous form (similar to the MM creature known as the belker). Thus, it is insubstantial, misty, and translucent. It has damage reduction 10/magic (or 20/+1) and immunity to poison and critical hits. It cannot be grappled. It can pass through small holes or narrow openings, even mere cracks. This effect cannot be dispelled.

**Abilities:** Change from the base creature’s as follows: Strength –4, Dexterity +8, Constitution –2, Intelligence +0, Wisdom +0, Charisma +0

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**Diminished Effects:** The creature of the mist created has a maximum of CR 11.

**Magic Item Creation Modifiers:** Constant  $\times 1.5$ , single-use  $\times 2$ , spell-completion  $\times 2$ .

### CREATE LESSER CREATURE OF THE MIST

Conjuration (Creation) [Air]

**Level:** 4 (Complex)

**Casting Time:** One hour

**Range:** Touch

**Effect:** Creature of the mist up to CR 5

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You create a creature out of mist. The creature can be any type of being you have encountered or studied (given the limits of the template, see page 25). It has CR 4 or less and carries the creature of mist template, making the resultant creature CR 5 or less. The creature appears floating immediately above you out of a brazier in which you burn special herbs and alchemical mixtures.

This spell does not give you any special control or even rapport with the creature, who immediately begins to act as befits its alignment and intelligence. Although the creature is newly created, the magic of this spell grants it its full intellect—thus, it is not foolish or naïve just because it is new.

This spell requires a brazier made of brass and worth at least 100 gp.

**Diminished Effects:** The creature of the mist created has a maximum of CR 1.

**Heightened Effects:** The creature of the mist created has a maximum of CR 6.

**Magic Item Creation Modifiers:** Constant  $\times 1.5$ , single-use  $\times 2$ , spell-completion  $\times 2$

### CROSS OF LIGHTNING

Evocation [Electricity]

**Level:** 7 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** Four bolts, 5 feet wide to Medium range (100 feet + 10 feet/level) or 10 feet wide to 50 feet + 5 feet/level

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

As *energy bolt*, except four lightning bolts leap from you at the same time in different directions. You choose the direction that one bolt travels. Two others travel away from you at 90-degree angles to the left and right; the last travels in the exact opposite direction of the first. You may make the bolts 10 feet or 5 feet wide (as *energy bolt*), but they all must be the same. Each bolt inflicts 1d6 points of electricity damage per level of the caster (maximum 15d6 per bolt).

**Diminished Effects:** Each bolt inflicts 1d4 points of damage/level (maximum 10d4).

**Heightened Effects:** Each bolt inflicts 1d8 points of damage/level (maximum 15d8).

**Magic Item Creation Modifier:** Single-use  $\times 2$

### CRYSTAL ERUPTION

Conjuration (Creation) [Earth]

**Level:** 7 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 50-foot-diameter circle on the ground

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

**Saving Throw:** Reflex half and partial

**Spell Resistance:** No

After you cast this spell, the area quakes and rumbles, and the ground bursts forth with massive crystalline shards. The shards rise up to 20 feet high. Anyone or anything in the area must make a save each round. Failure indicates that the subject suffers 1d6 points of impact damage per caster level (maximum 20d6) and remains stunned for 1 round, knocked prone. On a successful save, the subject suffers half damage and is not stunned or prone. Structures built upon the area are likely destroyed. If the spell is cast underground in a cave or cavern with a ceiling less than 20 feet high, there is a 50 percent chance that the area com-

pletely collapses. The crystal shards remain in the area where they rose up after the duration ends, but they crack and turn brown, making them worth practically nothing.

**Diminished Effects:** The spell inflicts d4s of damage (up to 10d4) and does not stun targets or knock them prone.

**Heightened Effects:** Even on a successful save, creatures caught in this spell are knocked prone.

### CRYSTAL OF REFLECTION

Abjuration [Earth]

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** Floating crystal

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You take a small crystal and imbue it with magical power so it floats near you like an *ioun stone*. Any time you are the target of a ray attack, the ray misses you and strikes the attacker (no attack roll necessary).

**Diminished Effects:** The crystal has a 50 percent chance to reflect an attack, and the caster makes an attack roll to hit his own Armor Class.

**Heightened Effects:** The spell's duration increases to one hour/level.

**Magic Item Creation Modifier:** Constant  $\times 4$

### CRYSTAL SHARD

Conjuration (Creation) [Earth]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Long (400 feet + 40 feet/level)

**Effect:** Crystal shard

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You create a thin crystal shard that comes out of the tip of your finger and flies in the direction you point, like an arrow. Make a ranged attack roll. If you succeed, the shard inflicts 1d8+2 points of damage. After it strikes its target, the shard turns to powder.

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**Skills:** Creatures of the mist receive a +10 racial bonus to Sneak checks. Other skills are the same as the base creature's.

**Environment:** Any land and underground

**Organization:** Solitary, gang (2–4), or mob (7–12)

**Challenge Rating:** Same as the base creature's +1

**Treasure:** None

**Alignment:** Any

**Advancement:** Same as the base creature's

**Level Adjustment:** Same as the base creature's +2

## MIST ATTACKS

The creature of the mist can selectively make portions of its mist form solid enough to make attacks—normally, this means the claws, teeth, and so on. Thus, creatures of the mist have Strength scores and can even grapple and hold creatures (they cannot, however, be grappled themselves).

Creatures of the mist cannot use weapons or manipulate objects other than pushing or pulling on them with crude means. They can open a door, for example, but they could not use a key to open a locked door. They cannot use or wear gear of any kind. They can cast spells.

## SAMPLE CREATURE OF THE MIST:

### MIST WYVERN

**Huge Dragon (Air)**

**Hit Dice:** 7d12 + 7 (52 hp), dying/dead –2/–13

**Initiative:** +5 (Dexterity)

**Speed:** Fly 60 feet (perfect)

**Armor Class:** 16 (–2 size, +5 Dexterity, +3 deflection), touch 16, flat-footed 11

**Base Attack/Grapple:** +7/+17

**Attack:** Sting +7 melee (1d6+2 plus poison) or claw +7 melee (1d6+2)

**Full Attack:** Sting +7 melee (1d6+2 plus poison) and bite +2 melee (2d8+1) and 2 wings +2 melee (1d8+1), or 2 claws +7 melee (1d6+2)

**Space/Reach:** 10 feet / 5 feet  
(Face/Reach 10 feet by 20 feet/10 feet)

**Special Attacks:** Poison, improved grab, snatch, choke, blind

**Special Qualities:** Darkvision 60 feet, low-light vision, scent, immune to paralysis, *sleep*, and air-based damage, mist form

**Saves:** Fort +6, Ref +10, Will +6

**Abilities:** Str 15, Dex 20, Con 13, Int 6, Wis 12, Cha 9

**Skills:** Listen +15, Sneak +20\*, Spot +15\*

**Feats:** Ability Focus (poison), Flyby Attack, Multiattack<sup>B</sup>, Skill Application (Listen and Spot)

**Environment:** Temperate and warm forest, hills, mountains

**Organization:** Solitary, pair, or flight (3–6)

**Challenge Rating:** 6

**Treasure:** Standard

**Advancement:** 8–10 HD (Huge); 11–21 HD (Gargantuan)

**Level Adjustment:** —

The mist wyvern is a huge flying lizard made of vapor with a poisonous stinger in its tail.

The 30-foot-long, misty body of the wyvern is half wispy tail, tipped with a stinger like that of a scorpion. Its wingspan measures over 50 feet. Unlike a dragon, it has only two legs.

Some mist wyverns speak Draconic, but most are too dense to understand any language.

## COMBAT

Mist wyverns are stupid but aggressive. They attack nearly anything. A mist wyvern swoops from the air, snatching the opponent with its misty claws and stinging it to death.

Because a mist wyvern can hover, it can use all of its attacks at once.

\* **Skills:** Mist wyverns receive a +3 racial bonus to Spot checks, and a +10 racial bonus to Sneak checks.

**Poison (Ex):** Sting, injury, Fortitude save (DC 16), initial and secondary damage 2d6 points of Constitution.

**Improved Grab (Ex):** To use this ability, the mist wyvern must hit with both claw attacks. If it gets a hold, it hangs on and stings.

**Snatch (Ex):** If a mist wyvern gets a hold on a creature four or more sizes smaller than itself, it automatically deals damage with both claws and its sting attacks each round it maintains the hold.

The mist wyvern can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the mist wyvern flings it while flying, the creature suffers this amount or falling damage, whichever is greater.

**Choke (Ex):** A mist wyvern can engulf opponents by moving on top of them. It fills the air around one creature of Huge size or smaller without provoking an attack of opportunity. The target must succeed at a Fortitude save (DC 14) or the mist wyvern steals its breath. The affected creature becomes incapacitated for 1 round while it chokes and gasps for breath. This is a standard action for the mist wyvern. Creatures that do not breathe are immune to this attack.

**Blind (Ex):** A mist wyvern can engulf and blind opponents by moving on top of them. It fills the air around one Huge or smaller creature without provoking an attack of opportunity. The target must oppose the mist wyvern's attack roll with an attack roll of its own. If the mist wyvern wins, the affected creature becomes blinded for 1 round. This is a free action for the mist wyvern, but it can take it only once per round.

**Mist Form (Su):** The mist wyvern is permanently in a gaseous form, similar to the MM creature known as the belker. Thus, it is insubstantial, misty, and translucent. It has damage reduction 10/magic (or 20/+1) and immunity to poison and critical hits. It cannot be grappled. It can pass through small holes or narrow openings, even mere cracks. This effect cannot be dispelled.

**Diminished Effects:** The spell has a range of 25 feet and inflicts 1d6 points of damage.

**Heightened Effects:** You gain a +5 enhancement bonus to the attack roll.

**Magic Item Creation Modifier:** Constant ×4

### CUIGNA ARTHANATH

#### (CONSUME MAN)

Necromancy [Negative Energy, Truename]

**Level:** 9 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One humanoid

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

Calling upon ancient pacts and forgotten powers, you annihilate a humanoid target, causing it to cease to exist. Only a *greater raise the dead* spell can restore the target to life again. Targets who make their saving throws suffer 10d6 points of damage.

**Diminished Effects:** The subject who fails the saving throw is dead but can be brought back to life normally.

**Magic Item Creation Modifiers:** Single-use ×3, spell-completion ×2

### CURSE OF WOUNDING

Transmutation [Curse]

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The opponent you touch gains a 50 percent hit chance: 50 percent of the attacks targeting the creature that normally would miss it now hit. This curse negates the effect of a normal miss chance, whether it comes from incorporeality, concealment, or a similar source. In such a condition, however, the effects of the curse are also negated. This curse can be removed with a *remove curse* spell.

**Diminished Effects:** The spell has a duration of 1 round/level.

**Heightened Effects:** Any attack that hits due to this spell gains a +2 bonus to damage.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

### DETOIM NAR

#### (GUIDED STRIKE)

Divination [Psionic]

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level or until used

**Saving Throw:** No

**Spell Resistance:** No

This spell guides your hand or weapon with supernatural knowledge. The next attack you make during the duration that would miss its target gains a +20 bonus. The spell affects only one attack, and then ends.

**Diminished Effects:** The attack carries a +5 bonus.

**Heightened Effects:** The spell affects one attack/five caster levels. The attacks can be any attacks made during the duration, caster's discretion.

**Magic Item Creation Modifier:** Constant N/A

### DEVLIN'S BARB

Conjuration (Creation)

**Level:** 0 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Effect:** One arrow, bolt, bullet, or sling stone

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

You create an arrow, bolt, bullet, or sling stone (with no magical or masterwork properties). The created object disappears when the duration ends. Assassins use this spell even when ammunition is plentiful, because it leaves no trace of the weapon that caused the wound.

**Heightened Effects:** You create one arrow, bolt, bullet, or sling stone/level.

**Magic Item Creation Modifiers:** Constant ×2, single-use ×2

### DIABOLICH PORTAM

#### (DEVIL'S GATE)

Conjuration (Summoning)

**Level:** 7 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Effect:** A magical door leading to Hell

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

**Saving Throw:** No

**Spell Resistance:** No

You create a doorway of balefire and brimstone. Once per round, a barbazu, kyton, or erinyes (equal chance of each) passes through the gate and arrives in the presence of the caster. If you speak an Infernal word of greeting (a free action), there is a 50 percent chance the devil will remain and obey your commands for the duration of the spell. If it chooses not to stay, there is a 5 percent chance that it attacks you for the duration of the spell. Otherwise, it leaves. If you do not speak the word of welcome, the devil always chooses not to stay. If you move out of range of the gate, it ceases to exist and the spell ends. Any summoned creatures disappear.

**Diminished Effects:** There is a 30 percent chance the devil will remain and obey, and a 20 percent chance it will attack (if it does not stay). The duration is 1 round/two levels.

**Heightened Effects:** There is a 75 percent chance the devil will remain and obey. There is no chance it will attack.

**Magic Item Creation Modifiers:** Constant ×3, charged ×3, single-use ×3

### DISINTEGRATION FIELD

Transmutation

**Level:** 8 (Exotic)

**Casting Time:** 1 round

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** One 10-foot cube/5 levels

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

This spell creates an area that destroys matter. Creatures and objects within the area are disintegrated unless they make successful Fortitude saves (unattended nonmagical objects get no saving throw; attended objects are treated as part of the creature holding or wearing them). Those that make their saves are only partially affected, suffering 5d6 points of damage instead of disintegrating. Even an object passing quickly through the field, like a fired arrow, is disintegrated. Like the spell *disintegration*, this spell affects even magical matter or energy of a magical nature, such as *eldritch wall* but not a *null magic zone*.

**Diminished Effects:** The area is a sphere 1 foot across. It moves as you direct, up to 20 feet/round, and inflicts 10d6 points of damage upon anyone that touches it (Reflex save negates).

**Heightened Effects:** The area moves as you direct, up to 20 feet/round.

**Magic Item Creation Modifiers:** Constant  $\times 1.5$ , single-use  $\times 1.5$

## DISRUPT REFLEXES

Enchantment [Mind-Affecting, Psionic]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Targets:** One creature

**Duration:** One minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This enchantment hinders the target's reflexes, dulling the character's mind so she reacts slowly to sudden threats. The target suffers a  $-4$  penalty to initiative and a  $-2$  penalty to Reflex saves as this spell disrupts her reaction time. If cast during combat, apply the modifier to the target's current initiative score, but remove it if the spell expires before the end of the encounter.

**Diminished Effects:** The target suffers a  $-1$  penalty to initiative rolls and Reflex saves. The duration is 1 round per level.

**Heightened Effects:** The duration becomes 10 minutes per level.

## DIVERT CHARGE

Abjuration

**Level:** 1 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes

You grant yourself a special blessing that takes effect if someone makes a charge attack against you. If you are aware of the attack, you can divert it away from you. A diverted charge begins when the charger stops and makes an attack roll. Out of turn, on the charger's action, you immediately point the charger in a new direction, and he must continue moving in that direction to the maximum of his charging speed, or until he charges into another target, at which time the charge attack is resolved normally.

For example, say a chorrim with a 30-foot speed charges a witch with this spell active from 20 feet away. Once the chorrim gets within 5 feet of the witch, the witch sends him off in another direction, up to 40 feet. If another chorrim stands in its way, 30 feet from the witch, the charging chorrim must make a charge attack roll against the other chorrim. If the charging chorrim had a long spear with a 10-foot reach, the witch would activate this spell's effect when the chorrim was 10 feet away, leaving the chorrim with 50 feet of movement. In theory, the witch could steer the chorrim into another chorrim (as described) or over a ledge, into a fire, into a trap, through areas threatened by the chorrim's foes, and so on.

You cannot divert a charge and take an attack of opportunity on the charger for passing through your threatened area.

**Diminished Effects:** You must activate this spell using a held standard action. In addition, the target may halt after moving 10 feet after you divert it.

**Heightened Effects:** Increase the target's charging speed by up to 20 feet.

**Magic Item Creation Modifier:** Constant  $\times 9$

## DOMINATE ITEM

Enchantment (Charm)

**Level:** 5 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One intelligent item

**Duration:** One day/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can control the actions of any intelligent item. Through this spell you establish a telepathic link with the subject's intelligence. If you share a common language, you can generally force the item to perform as you desire, within the limits of its abilities. With no common language, you can communicate only basic commands, such as "come here," "go there," "fight," "stay still," etc. You know what the subject is experiencing but receive no direct sensory input from it. Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of  $+1$  to  $+4$ , depending on the type of action required. Subjects do not carry out obviously self-destructive orders. Once you establish control, there is no limit to the range at which you can exercise it, as long as you and the subject are on the same plane. You need not see the subject to control it.

*Magic circle* or a similar spell can prevent you from exercising control or using the telepathic link while the subject remains so warded, but it does not prevent the establishment of *dominate item* or dispel it.

**Diminished Effects:** The duration becomes 10 minutes/level.

**Heightened Effects:** The duration becomes permanent.

**Magic Item Creation Modifiers:** Constant  $\times 2$ , single-use  $\times 2$

## DOORWAY TO ELSEWHERE

Transmutation

**Level:** 9 (Complex)**Casting Time:** Six hours**Range:** See text**Effect:** A one-way magical doorway**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** No

This spell creates a doorway through which you view another location. The doorway is a 5-foot-by-8-foot, one-way magical hole that allows you or anyone else to step into the desired location. You cannot choose or change the position, orientation, or angle of the doorway. Any spell that protects an area from teleportation or scrying also prevents a *doorway to elsewhere* from opening into it.

Any creature in the destination location with an Intelligence of 12 or higher can notice the doorway by making a scry check (or Intelligence check), DC 20. Even if a creature notices the doorway, however, it remains one-way and the creature cannot look or step in—he merely knows it is there.

When creating the doorway, choose a place known to you that the doorway leads to—a place you have been or have had described to you. It can even be on another plane. To determine if the doorway appears where you want it, roll on the following table.

	On	Off	Similar	
Familiarity	Target	Target	Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
Description	01–52	53–76	77–92	93–100
False destination	—	—	81–92	93–100

**Familiarity:** “Very familiar” refers to a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you’ve been there often or because you have used other means (such as scrying) to study the place. “Seen casually” is a place you have seen more than once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” refers to a place whose location and appearance you know through someone else’s description, perhaps even from a precise map. “False destination” is a place that doesn’t exist, such as if you have mistranslated an ancient tome and tried to step into a non-existent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy’s sanctum to you wholly inaccurately. When looking into to a false destination, roll 1d20+80 to obtain results on the table, rather

than rolling percentile dice, since there is no real location for you to hope to see or even be off target from.

**On Target:** The doorway opens into the place you want.

**Off Target:** The doorway opens into a location a random distance away from the desired location in a random direction.

Distance off target measures 1d10 × 1d10 percent of the distance between you and the original location. If the doorway goes to another plane, the off-target location is another plane.

**Similar Area:** The doorway opens into a location that’s visually or thematically similar to the target area. Generally, you step into the closest similar place, but since the spell has no range limit, you could conceivably step somewhere else across the globe.

**Mishap:** The doorway’s energy explodes around you, inflicting 3d6 points of damage to you and all within 10 feet of you.

**Diminished Effects:** The destination point becomes entirely random.

**Magic Item Creation Modifiers:** Constant ×2, single-use ×2

## DRAGONSKIN

Conjuration (Creation)

**Level:** 3 (Simple)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

You give yourself scales like a chromatic dragon’s, of a color that you select. You gain a +4 natural armor bonus as well as 10 points of resistance against a particular element, as follows: *black*, acid; *blue*, electricity; *green*, acid; *red*, fire; and *white*, cold.

**Diminished Effects:** The natural armor bonus is +1.

**Heightened Effects:** The natural armor bonus is +5.

**Magic Item Creation Modifier:** Constant N/A

## DRY RAIN

Conjuration (Summoning) [Earth]

**Level:** 2 (Simple)**Casting Time:** 1 round**Range:** Long (400 feet + 40 feet/level)**Area:** A cylinder up to 100 feet high with a 20-foot radius**Duration:** 1 round/level**Saving Throw:** Reflex negates**Spell Resistance:** Yes

You summon a dark cloud up to 100 feet directly over a point within range. The cloud has a 20-foot radius. It immediately begins raining down sand with great force, slowly burying anyone beneath the cloud. Anyone beneath it suffers 1d6 points of damage each round (a new save is required each round). For each round the *dry rain* falls, a heap of sand 1 foot high piles up beneath the cloud. Creatures of size

Large or smaller who fail their saving throw and remain in the area for as little as part of a round or as much as two consecutive rounds must spend a standard action to pull themselves free of the fallen sand and clear their eyes, mouth, etc. (It takes a move action for them to leave the area, if they want to go and have enough speed.) Even failing one saving throw while in the area for 2 rounds is enough to require this action. Creatures in the area who do not pull themselves free are stuck in place; they make attacks with a –2 penalty and face an effective –4 penalty to Dexterity. Characters attempting to cast a spell in the area do so as if entangled (Concentration check, DC 15 + spell level). Those who pull themselves free of the fallen sand but do not leave the area start getting covered by sand all over again.

Should a creature of size Large or smaller spend more than 2 rounds in the area, getting free takes a full-round action and a Strength check (DC 10 + the number of rounds spent in the area). This means a creature that spends 3 rounds in the area and then wants to leave must make a Strength check (DC 13) and spend an entire round getting free. However, since it has used its entire round, it cannot move out of the area until the next round. So if the spell's duration continues, the creature must then spend another standard action next round getting free, then move out. A creature small enough to be completely buried may face suffocation (see Chapter Eight: Glossary in the DMG).

You cannot move the cloud once you have created it. Normal weather does not affect the *dry rain*—even gale-force winds do not move the cloud. Magical weather or a *gusting wind* spell, however, dispels the cloud automatically. The sand remains even after the duration ends.

**Diminished Effects:** The spell has a maximum duration of 10 rounds and inflicts no damage.

**Heightened Effects:** The spell's area is a cylinder 30 feet in radius and up to

100 feet high. Creatures of size Huge or smaller must spend actions to get free.

#### EARTHEN CLAW

Conjuration (Summoning) [Earth]

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Effect:** One Small stone claw

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You conjure a grasping claw made of earth and stone. It bursts from the ground beneath your target, tearing at him. It has a base attack bonus equal to your total level and a Strength score equal to 16 + your Wisdom modifier. It adds its Strength modifier to its attack and damage as normal. If it strikes the target, it inflicts 2d6 points of slashing damage and may attempt a trip attack against the target. The claw is Small. After making an attack, the claw disappears.

The *earthen claw* cannot flank opponents, nor can it come under attack. It appears just long enough to deliver its attack, then disappears back into the dirt.

**Diminished Effects:** The claw has no Strength modifier.

**Heightened Effects:** The duration becomes 1 round/level, during which the claw can make one attack/round at any creature within reach (but it cannot move).

#### EARTH'S EMBRACE

Evocation [Earth]

**Level:** 5 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

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

The earth and rock beneath you surge upward to wrap you in a protective embrace. You gain DR 5/adamantine (or 10/+1). In addition, you can command the earth to surround you in a protective shell as a full-round action. In this case, you gain total protection from all attacks. However, you cannot move. You can cast spells and use items, but you can target only your-

self with them. The earth utterly covers you, making it impossible for you to see potential targets. You can dismiss this shell as a full-round action, and you can call it back up until the spell's duration ends. The shell has a hardness of 8 and 200 hit points—you cannot be harmed by any attack unless it is completely destroyed.

**Diminished Effects:** Damage reduction conferred is only 3/adamantine (or 3/—), and you cannot form a protective shell.

**Heightened Effects:** The duration becomes one minute/level.

#### ELECTRICAL DELUGE

Evocation [Electricity]

**Level:** 6 (Exotic)

**Casting Time:** Standard action

**Range:** 100 feet

**Area:** A spread centered on you, 5 feet high and 200 feet across

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

As *energy bolt*, except lightning arcs from you in all directions in a single plane out to 100 feet, 5 feet high. The effect inflicts 1d6 points of electricity damage per level of the caster (maximum 15d6) to all within the area except you.

**Diminished Effects:** The spell inflicts 1d4 points of damage/level (maximum 15d4).

**Heightened Effects:** The spell inflicts 1d8 points of damage/level (maximum 15d8).

**Magic Item Creation Modifier:** Single-use ×2

#### ELEMENTAL (ENERGY)

##### SHROUD

Necromancy [Varies]

**Level:** 5 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** Up to one animate dead creature/level

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

You cover undead creatures that you have animated with a shroud of energy. This energy can be whatever type you wish: acid, cold, electricity, fire, or sonic. Acid shrouds drip with dark, bubbling effluvium; cold shrouds are icy blue and listening; electricity shrouds crackle with lightning; fire shrouds appear to be molten and burning; and sonic shrouds appear as distortions in the air accompanied by a shrill shriek. The undead is granted a +2 natural armor bonus. It inflicts an additional 1d6 points of elemental damage (whatever type is appropriate to the shroud) when it strikes a foe. It also inflicts 1d6 points of damage when it is touched or when struck by natural weapons.

An undead creature may have only one *elemental shroud* cast upon it at a time.

**Diminished Effects:** Duration becomes one hour/level.

**Heightened Effects:** The undead is also granted +4d6 bonus hit points.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

### ENERGY LASH

Evocation [Force]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Effect:** 10-foot-long whip

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You create a whip made of energy that comes out of the palm of your hand. You can wield the whip as though you were proficient with it. The weapon has a 10-foot reach and inflicts 1d6 points of force energy damage plus 1 point for every two of your levels (maximum +10). You also can make grapple attacks with the weapon without provoking attacks of opportunity.

**Diminished Effects:** The duration is 1 round/level, and the whip inflicts only 1d6 points of damage.

**Heightened Effects:** The whip inflicts 1d6 points of damage plus 1d6/three caster levels (maximum 5d6).

### Magic Item Creation Modifier:

Constant ×5

### ERIADOR'S PERMANENT

#### LEVITY

Enchantment [Mind-Affecting]

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell fills the subject with extremely good spirits and a jovial nature—a state which has both benefits and drawbacks. The subject gains a +4 circumstance bonus to saving throws against any mind-affecting spell. He gains a similar +4 circumstance bonus to Diplomacy, Gather Information, and Perform checks, except in special situations where levity is considered inappropriate (such as at a funeral).

However, the subject cannot initiate combat. If attacked, the subject can defend himself, and can then make attacks and act normally. But he cannot take an action that directly begins combat, nor can he take an offensive action against a foe that has not attacked him.

**Diminished Effects:** The duration is 1 round/level.

**Heightened Effects:** Up to three targets, all within 25 feet of each other, can be affected.

### ETHEREAL PRISON

Transmutation [Truename]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One helpless or willing creature

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You send a target (but not her gear) to the Ethereal Plane, where she is held motionless. She does not grow older, and her bodily functions virtually cease. She cannot use any abilities, even purely mental ones. Someone



affected by the spell must be either helpless or willing—often, when granted an option between this type of imprisonment and death, a subject will submit to the spell. Willing targets cannot be tricked or magically compelled. For up to one hour per day, you can mentally communicate with the target, although she is in no way compelled to answer questions or even respond. The *ethereal prison* is tied to you, so that when the spell ends, the freed subject appears next to you.

The subject can be found by normal divinatory means. A *dispel magic* spell cast successfully by an ethereal caster in range can free the subject.

This spell requires use of a small silver mirror worth at least 100 gp.

**Diminished Effects:** The duration becomes one day/level.

**Heightened Effects:** You do not need the target's truename to use the spell.

**Magic Item Creation Modifiers:** Single-use ×2 spell-completion ×2

#### EXTENDED CHARGE

Transmutation

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One magic item

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

**Saving Throw:** None

**Spell Resistance:** No

When cast on an item with charges, this spell lets the item be used throughout the duration without expending any charges (no more than once per round). If the item has a limited number of uses per day rather than charges, it can be used once during this spell's duration without that use counting against its uses per day. Items with abilities higher than 4th level, or items without charges or uses per day, are not affected by this spell.

**Diminished Effects:** The spell in the item must be 1st level.

**Heightened Effects:** The spell in the item can be 5th level or lower.

**Magic Item Creation Modifier:** Constant N/A

#### FAMILY CURSE

Transmutation [Curse]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Targets:** See text

**Duration:** See text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You cast a spell that affects not only the target, but 1d6 random members of the target's family (if applicable). Each subject suffers a –1 luck penalty to attack rolls, saving throws, and checks. If a target remains within 50 feet of another family member (cursed or not), the penalty worsens by 1 point for each family member. Thus, a cursed subject who stands within 50 feet of four family members suffers a –4 penalty. If one of the other family members is similarly cursed, that person also suffers a –4 penalty (assuming that all four other family members stand within 50 feet of her). The curse does not end for any one individual until all cursed subjects have a *remove curse* spell cast upon them.

**Diminished Effects:** Range is Touch, and the penalties do not increase with proximity to other family members.

**Heightened Effects:** Each subject suffers a –2 luck penalty rather than –1, and proximity increases the penalty by 2 points rather than 1 point.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

#### FEEDBACK

Enchantment [Electricity]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet +10 feet/level)

**Target:** One living creature

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Once this spell is cast, if the target takes a certain action (which you choose at the time of casting), she suffers 1d8 points of electricity damage + 1 point per caster level (maximum +20). She suffers this damage each time she

commits the action, with no chance to resist the damage, although she cannot suffer it more than once per round.

Choose the action that activates the damage from the list below:

- Make a physical attack (not use a spell, spell-like ability, or an attack from a nonweapon item)
- Cast a spell or use a spell-like ability
- Use a magic item (you can specify the item, or you can keep it general)
- Move (to a new location—simply moving one's head or flinging one's arm about is not enough)

**Diminished Effects:** The subject suffers the damage only on the first instance of the triggering action.

**Heightened Effects:** The duration becomes one minute/level.

**Magic Item Creation Modifier:** Constant ×3

#### FERROD ADUL VESTORIMIN

(VESTORIMIN'S GOLDEN AURA)

Abjuration [Positive Energy]

**Level:** 6 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Area:** 20-foot radius, centered on caster

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

Filling the area around the caster with golden light, this spell acts like a *null magic zone*, but it suppresses only magic with the negative energy descriptor. All such spells and effects cease to function while in the spell's area.

Negative energy spells and magic effects cannot enter the area, and negative energy spells cast within the area are nullified and lost. Continuous negative energy magical effects brought into the area are suppressed (but not dispelled). Corporeal undead and outsiders can enter the area, but summoned or conjured creatures cannot, nor can incorporeal undead. Spells and effects unaffected by *null magic zone*, including artifacts, remain unaffected by this spell as well.

**Diminished Effects:** The duration becomes 1 round/level.



**Heightened Effects:** Undead suffer 3d6 points of damage/round while in the area (no save).

**Magic Item Creation Modifiers:**  
Constant ×2, single-use ×2

### FEY STORAGE

Transmutation

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 24 hours (D)

**Saving Throw:** None

**Spell Resistance:** No

You create an extradimensional space hidden on your person that can store up to 5 lbs. per level of objects able to fit through a 6-inch-square opening. This space resembles a *bag of holding* in most ways. If this spell ends with objects stored, they fall to the ground at your feet. Although some say the spell gains its name from the fact that you could store a pixie in the space, it actually comes from the fact that it was created by a fey caster.

**Diminished Effects:** The extradimensional space can store only one object weighing no more than 1 lb.

**Heightened Effects:** The extradimensional space can store up to 20 lbs./level worth of objects.

**Magic Item Creation Modifier:**  
Constant ×3

### FEY WARD

Abjuration

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Area:** 20-foot-radius globe centered around you

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

**Saving Throw:** None

**Spell Resistance:** No

A sphere of yellowish magical energy surrounds you. No fey with fewer Hit Dice than you can get through the globe. The spell moves with you.

*Note:* This spell may be used only defensively, not aggressively. Forcing a *fey ward* against creatures the spell keeps at bay collapses the barrier.

**Diminished Effects:** Fey can enter the area but suffer a –2 penalty to attack rolls, saves, and checks.

**Heightened Effects:** Fey touching the sphere suffer 1d6 points of fire damage.

### FLAMING CORROSION

Evocation [Acid, Fire]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You blast from your hand a cone of burning acid that inflicts 1d6 points of acid damage per level (maximum 10d6). Half the damage is fire damage, and half is acid. Further, you can designate one creature in the area that gets particularly doused in the dangerous gout of liquid. That creature must make another Reflex saving throw. If either save fails, that creature sustains full damage.

**Diminished Effects:** The spell does not force one target to make two saves.

**Heightened Effects:** The spell inflicts 1d8 points of damage/level (maximum 10d8).

### FLIGHT, MASS

Transmutation [Air]

**Level:** 7 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Targets:** Up to one touched creature/level

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

As *flight*, except that this spell affects a number of targets. All recipients can fly with a speed of 60 feet (40 feet if the creature wears Medium or Heavy armor). They can fly up at half speed and descend at double speed. Their maneuverability rating is good. Using the *mass flight* spell requires as much concentration as walking, so recipients can attack or cast spells normally.

A *mass flight* spell recipient can charge but not run. Targets cannot carry aloft more weight than their heavy load limit, plus any armor they wear.

Should the spell duration expire while a subject is aloft, the magic fails slowly. A subject drops 60 feet per round for 1d6 rounds. Subjects that reach the ground are safe. Those that don't instead fall the rest of the distance (falling damage is 1d6 points per 10 feet of the fall). Since dispelling a spell effectively ends it, subjects also fall in this way if the *mass flight* spell is dispelled.

**Diminished Effects:** Creatures affected fly at a speed of 30 feet.

**Heightened Effects:** Creatures affected fly at a speed of 90 feet.

### FOIL TRACER

Abjuration

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

While this spell remains in effect, no teleportation spell cast by the subject can be traced by the *teleport tracer* spell.

**Diminished Effects:** The duration becomes 1 round/level.

**Heightened Effects:** The duration is 10 minutes/level, and the targets are one creature/three levels.

**Magic Item Creation Modifier:**  
Constant ×2

### FORGE INHERITED BOND

Evocation

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** 20 feet

**Target:** One relative

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You create an energy link between you and a relative. As long as you and the relative stay within range of each other, you both gain a +1 luck bonus to attack rolls, saving throws, and checks.

Cast multiple times with other relatives, this spell stacks with itself. For example, if you are within range of three relatives and you cast this spell three times (one time on each), you gain a +3 luck bonus, while they each gain a +1 luck bonus.

**Diminished Effects:** You and the relative must be touching to gain the bonus.

**Heightened Effects:** The spell grants a +2 luck bonus.

**Magic Item Creation Modifiers:** Constant  $\times 3$ , single-use  $\times 2$

## FUSE LINE

Transmutation

**Level:** 8 (Exotic)

**Casting Time:** One day

**Range:** Touch

**Targets:** Two creatures

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You ensorcel two creatures so that if either or both of them reproduces, their offspring will have some trait of the other creature. A “trait” in this sense is an extraordinary ability, a mode of movement (such as wings or fins), an innate ability (such as the ability to breathe water), or a supernatural or spell-like ability, if such ability does not replicate a spell of above 6th level or accomplish something that a 7th-level or higher spell might do. (The ability must be inherent within the creature, not gained through levels in a class or granted by a spell or item.) The offspring can use the supernatural or spell-like abilities once per day. For example, if the spell were cast on a harrid and a human, the human’s future offspring could gain any of the harrid’s spell-like abilities or SR 15. The creature’s magic drain ability, however, is out of the scope of a 6th-level spell, and its poisoned weapon ability is not an inherent trait but a predilection.

**Diminished Effects:** The trait inherited is random.

**Heightened Effects:** The offspring gains two traits.

**Magic Item Creation Modifiers:** Single-use  $\times 2$ , spell-completion  $\times 1.5$

## FUTURESIGHT

Divination [Psionic]

**Level:** 7 (Exotic)

**Casting Time:** One hour

**Range:** Touch

**Target:** One creature that is not you

**Duration:** One minute

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Similar to the effect of *peer into the future*, this spell shows you what another creature will be doing at some time still to come. The time can be any point in the creature’s future life span, but the exact moment that you view is up to the DM. Unlike *peer into the future*, you can specify a general topic on which your *futuresight* will take place. For example, you could say “a great battle,” or “a moment of great triumph,” and the DM will describe for you a point in the subject’s future involving the selected topic, if there is one. However, topics such as “the moment of Feldrik’s death,” or “when we find the Black Grail” are too specific.

**Diminished Effects:** The future time viewed is no sooner than one week and no later than one week away plus two days per caster level.

**Heightened Effects:** If the DM allows it, the spell pinpoints a specific point in time of your choosing. Otherwise, N/A.

**Magic Item Creation Modifiers:** Constant  $\times 2$ , Single-use  $\times 3$

## GARRIS ADON

(SEEMING OF FORM)

Illusion (Glamer)

**Level:** 2 (Exotic)

**Casting Time:** One minute

**Range:** Touch

**Target:** One nonliving object no larger than the caster

**Duration:** One hour/level (D)

**Saving Throw:** Will negates (object) and Will disbelief (if interacted with)

**Spell Resistance:** Yes (object) and No

This illusion makes an object seem to all senses to be something else. You can change the shape, texture, color, and smell as desired, and can even

change the size by one category. The spell also grants an object the inherent qualities of another object—a chair can be wielded as a battleaxe, or a table can serve as a hinged door. However, the object retains its original hardness and hit points. Objects that are not actually weapons but are used as such suffer a  $-1$  attack and damage penalty. This spell cannot bestow magical abilities, nor grant masterwork quality. Magical qualities in an item remain inaccessible while the character attempting to use the item believes in the illusion. Unattended magical items, and those in the possession of another, get a saving throw to resist the effects of this spell.

**Diminished Effects:** The duration becomes one minute/level.

**Heightened Effects:** The object can be as much as three times the size of the caster.

**Magic Item Creation Modifier:** Single-use  $\times 2$

## GAZE OF DESTRUCTION

Transmutation

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One minute/level or until discharged (D)

**Saving Throw:** None

**Spell Resistance:** No

You treat the next offensive, single-target spell of 3rd level or lower that you cast as a gaze attack with a range of 50 feet. You possess the gaze attack for a full round. Use all the normal rules for gaze attacks; foes can avert their eyes or take whatever actions they would normally take when dealing with a creature with a gaze attack. Victims make saving throws normally allowed with the spell, using the spell’s level (not the level of *gaze of destruction*). A *charm* gaze thus allows a Will saving throw. A *blast of cold* gaze allows a Reflex save, and an *acid curse* gaze or *drain away speed* gaze allows a Fortitude save. Spells that require attack rolls or

that do not allow saving throws cannot be turned into gaze attacks. Thus, *mind stab* cannot become a gaze attack. Spells beneficial to the target, such as *lesser ability boost* and *subtle steps* also cannot be made into gaze attacks.

**Diminished Effects:** The spell affected must be 1st level or lower.

**Heightened Effects:** The spell affected can be as high as 5th level.

**Magic Item Creation Modifier:** Constant  $\times 5$

## GESTALT

Transmutation

**Level:** 6 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** Two living, nonplant creatures, both of which are no farther apart than 10 feet

**Duration:** One minute/level (D)

**Saving Throw:** Fortitude and Will partial

**Spell Resistance:** Yes

This strange spell fuses two creatures together for a time. If either or both of them are not willing subjects, they both make Fortitude and Will saving throws. The effects of the spell depend on which saving throws fail (as always, willing targets can choose to fail their saves on purpose):

*All four saving throws fail:* The creatures fuse into one creature, whose type becomes aberration. It has a bizarre appearance, with all the limbs of both subjects, a two-sided head with both faces (if applicable), and the rest a strange amalgam. It is the size of the larger of the two subjects. This new creature has the higher of the two subjects' hit points, ability scores, saving throw bonuses, Armor Class, skill bonuses, and speed. It retains all the movement capabilities, special abilities, spells, feats, and knowledge of both creatures. Redundant abilities, such as if both of them possessed the feat Cleave, produce no special effect beyond the fact that the *gestalt* creature has the feat. The new creature has all the gear of both subjects, although in

the case of redundancy (two sets of armor, two *rings of protection*, or two cloaks, for example) only the better of the two remains, while the other is subsumed into the creature's form for the duration. Since the *gestalt* creature has multiple arms, multiple weapons are not redundant. While the creature does not gain more actions, it does automatically gain the Ambidexterity talent and the Two-Weapon Fighting feat. With both minds still active within the *gestalt* creature, the two subjects must agree on all actions the body takes (or it does nothing). If they cannot agree, one mind can attempt to assert dominance by making an opposed Charisma check against the other mind. The winner gains control of the *gestalt* creature for 1d10 rounds. All spell effects active on either subject before the spell is cast affect the *gestalt* creature as well. Thus, if one was *charmed* and the other was affected by *lesser ability boost*, the *gestalt* creature is both charmed and boosted. When the spell ends, so do magical effects on both subjects, whether beneficial or detrimental.

Damage dealt to the *gestalt* creature is evenly divided between the two subjects where possible. Damage that cannot be equally divided (such as 1 point of drained Strength) is ignored. After the spell ends, both creatures remember some details of the other's thoughts and memories (DM's discretion). If the *gestalt* creature dies, both subjects are dead.

*One creature fails just one saving throw, and the other succeeds at both:* The creature failing the saving throw suffers 4d6 points of damage. The other subject remains unaffected, and there is no fusing.

*One creature fails just one saving throw and the other fails both:* The creature succeeding at one saving throw suffers 2d6 points of damage. The other suffers 6d6 points of damage. There is no fusing.

*One creature fails just the Fortitude saving throw, one fails just the Will save:* The creature failing the Fortitude sav-

ing throw disappears, its mind transported into the other creature's body. This transported mind now controls the other creature's body for the duration. The controller keeps its Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. For example, a fish's body breathes water, and a troll's body regenerates, regardless of the mind controlling it. A body with extra limbs does not allow the controlling creature to make more attacks (or more advantageous two-weapon attacks) than normal. The controlling creature can't choose to activate the body's extraordinary or supernatural abilities. The controlled creature's spells and spell-like abilities do not stay with the body.

*Both creatures fail the Fortitude saving throws but succeed at the Will saves:* The subjects fuse into one creature, as described above, but they have no control over the new body. They spend the entire duration of the spell paralyzed.

*Both creatures fail the Will saving throws but succeed at the Fortitude saves:* Both creatures are stunned for the duration, their minds (but not their bodies) fused together in a confusing jumble. When the spell ends, both subjects remember some details of the other's thoughts and memories (DM's discretion).

*Same creature fails both saves, other succeeds at both:* The creature failing the saving throws suffers 8d6 points of damage. The other subject remains unaffected, and there is no fusing.

*Both creatures succeed at both saves:* Nothing happens.

A subject that fused (at least partially) with a creature it finds particularly repelling may suffer additional drawbacks from this spell, at the DM's discretion. In these cases, such as if a greenbond fused with a darkbond, one or both may suffer a morale penalty to attacks, damage, saves, and checks for up to 10 minutes after the spell ends.

If you fail to overcome the spell resistance of either subject, the entire spell has no effect on either creature.

**Diminished Effects:** Duration becomes 1 round/level, and range is touch (you must touch both creatures).

**Heightened Effects:** Duration becomes permanent.

**Magic Item Creation Modifier:** Single-use ×2

### GEYSER

Conjuration (Summoning) [Earth, Water]

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** A cylinder 30 feet high with a 5-foot radius

**Duration:** 1 round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You summon a spout of water that bursts from the ground and gushes upward with great force. You must cast this spell so that the bottom of its area touches solid ground, but it can be a paved floor, natural hillside, dirt path, pile of boulders, and so on. Anyone in the area who fails the saving throw suffers 3d8 points of impact damage and falls prone (if smaller than Gargantuan). The *geyser* continues to gush for the duration, inflicting damage and knocking down anyone trying to pass through it. Creatures intentionally attempting to pass through the *geyser* get no saving throw.

When the spell ends, the hole in the ground that magically spouted the water repairs itself, returning to its previous state.

**Diminished Effects:** The spell inflicts 2d8 points of damage per round. Only creatures of size Large or smaller can be knocked prone

**Heightened Effects:** The area increases to a 10-foot-radius cylinder 50 feet high. Any size creature potentially can be knocked prone.

### GIANT'S CURSE

Enchantment (Compulsion)

[Curse, Mind-Affecting, Truename]

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell causes within the target a sense of disorientation and confusion that makes him less capable of attacking or even noticing smaller opponents. The spell clouds the target's senses and befuddles his mind, creating a mental blind



spot. He might see these opponents as incredibly small, as if they were bugs, or he simply might fail to note their presence. The target suffers a –4 penalty to attacks against creatures smaller than he and a –4 penalty on Spot checks to notice them. Against creatures of the same size category or larger, the target suffers no penalties.

Only *remove curse* can overcome the spell's effects.

**Diminished Effects:** The penalty to attacks and Spot checks becomes only  $-2$ .

**Heightened Effects:** The caster does not need to know the target's truename.

## GLORY OF THE BEAST

Transmutation

[Positive Energy]

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One animal

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** Yes

You fill an animal with power, giving it a glorious aspect. The animal adopts the celestial template, has maximum hit points, and gains a  $+2$  enhancement bonus to all ability scores.

**Diminished Effects:** The target does not gain maximum hit points or the bonus to ability scores.

**Heightened Effects:** The target gains a  $+4$  bonus to its ability scores and spell resistance equal to caster level  $+ 5$ .

**Magic Item Creation Modifier:** Constant  $\times 3$

## GODSPEED

Transmutation

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

You call upon magical energy to grant yourself great speed. Your movement rate becomes 60 feet, regardless of size, armor, or encumbrance. Your movements look almost like a blur. You also gain a  $+2$  haste bonus to Armor Class.

**Diminished Effects:** Your speed becomes 40 feet and you do not gain the haste bonus to Armor Class.

## Heightened

**Effects:** Your speed becomes 80 feet and you gain a  $+4$  haste bonus to Armor Class.

**Magic Item Creation Modifier:** Constant  $\times 3$

## GRANT MOBILITY

Transmutation

**Level:** 3 (Exotic)

**Casting Time:** Standard action

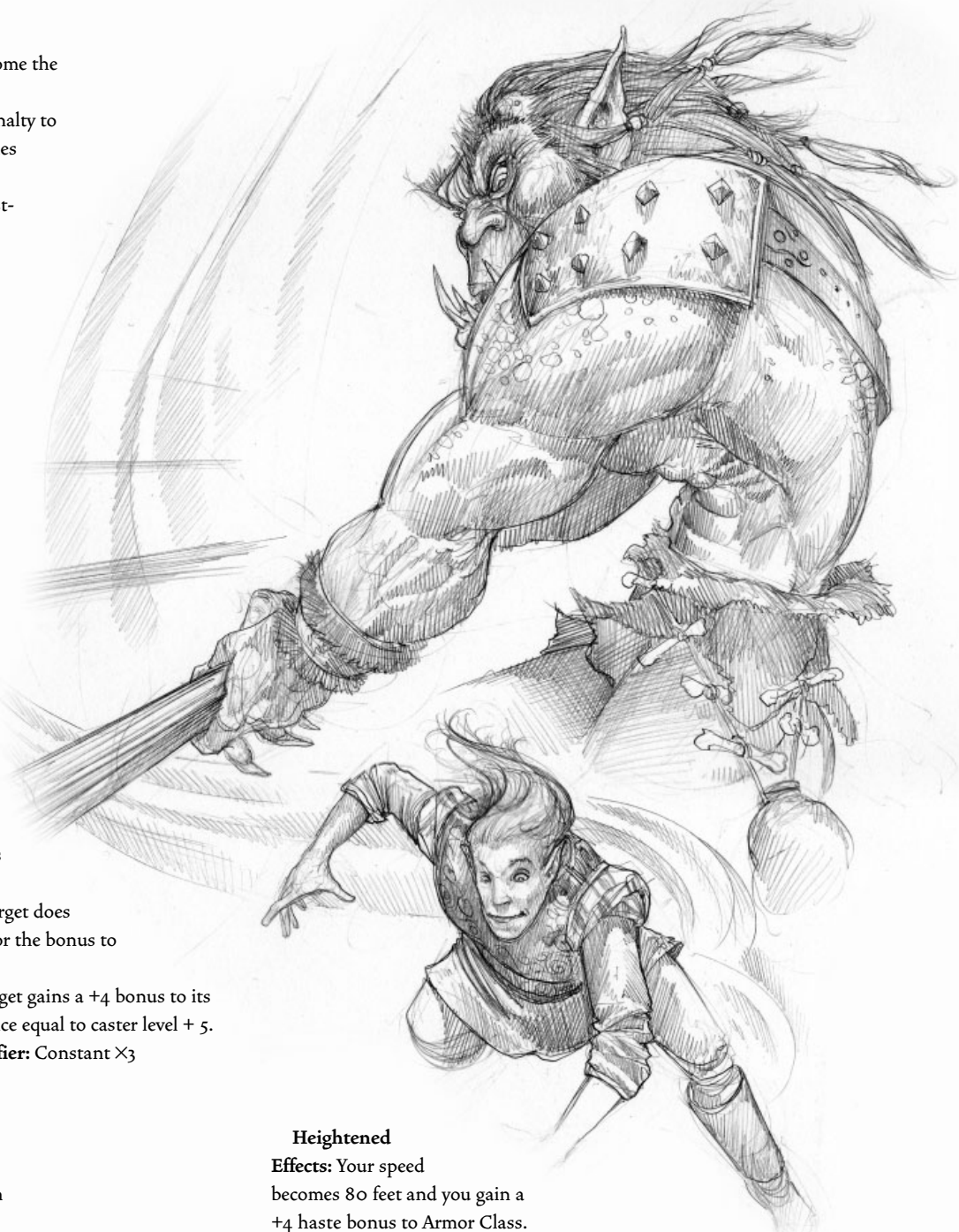
**Range:** Touch

**Target:** One intelligent item

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

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)



An intelligent item that you designate can move as though under the effect of a *flight* spell with a speed of 10 feet. It can also make attacks using the wielder's base attack bonus, inflicting damage appropriate to the item's size and form.

**Diminished Effects:** N/A

**Heightened Effects:** Duration becomes one hour/level.

**Magic Item Creation Modifier:** Single-use ×2

## GRANT QUARTER

### (BONDS OF MERCY)

Transmutation

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Targets:** One helpless or willing creature/level (see text)

**Duration:** One day/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You create an extradimensional prison where you store a captured foe (without gear) in stasis. Some know this spell only by its second name, *bonds of mercy*. This spell's target must be either helpless or willing—often, when granted an option between this type of imprisonment and death, a subject will submit to the spell. Willing targets cannot be tricked or magically compelled. The subject must also be of 5 HD or less. This spell places the subject into a state of suspended animation. For the creature, time ceases to flow, and his condition becomes fixed. The creature does not grow older. His bodily functions virtually cease, and no force or effect can harm him. This prison is tied to you, so that when the spell ends, the freed subject appears next to you.

**Diminished Effects:** The spell affects creatures of 2 HD or less.

**Heightened Effects:** The spell can affect any creature, regardless of the total Hit Dice.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

## GRANT SENSES

Transmutation

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One intelligent item

**Duration:** One minute/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

An intelligent item that you designate now can see and hear.

**Diminished Effects:** Duration becomes 1 round/level.

**Heightened Effects:** Duration becomes one hour/level.

**Magic Item Creation Modifier:** Single-use ×2

## GRANT SPEECH

Transmutation

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One intelligent item

**Duration:** One minute/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

An intelligent item that you designate now can speak, using any language that you know.

**Diminished Effects:** Duration becomes 1 round/level.

**Heightened Effects:** Duration becomes one hour/level.

**Magic Item Creation Modifier:** Single-use ×2

## GUIDE CRAFT

Transmutation

**Level:** 1 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** See text

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** No

A cart, wagon, boat, or ship moves as you command. The vehicle can be no larger than 10 feet long plus 2 feet per level (a 10th-level sorcerer can steer a 30-foot-long vessel). The craft must have its normal means of locomotion (or you must cast *power craft*). You do

not need to concentrate to maintain this effect, so you could cast it on a horse-drawn wagon, command it to “go straight,” and take a nap. The horse will pull the wagon straight until you tell it otherwise or the spell's duration ends. The spell does not imbue a craft (or the animals pulling it) with intelligence. It cannot avoid obstacles that you do not tell it to avoid. Nor can it follow a command that requires intelligence, such as, “Sail to the port city of Khorl” or even, “Follow the road.” Only simple instructions work, such as “straight,” “left,” “right,” and so on.

**Diminished Effects:** Duration becomes 1 round/level.

**Heightened Effects:** Duration is 24 hours.

## GUILT

Enchantment (Compulsion)

[Mind-Affecting, Psionic]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One living creature

**Duration:** 1d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A target creature is forced to think about some evil deed it performed, denying it any actions except to defend itself.

**Diminished Effects:** Duration becomes 1 round.

**Heightened Effects:** Up to three targets, all within 25 feet of each other, can be affected.

## HALO OF GLORY

Transmutation [Light, Positive Energy]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

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

**Saving Throw:** None

**Spell Resistance:** No

This spell allows the caster to confer the celestial template on a creature for a very short time. The target also glows with magical energy (particularly around the head) that illuminates a 5-foot radius.

**Diminished Effects:** The spell's duration becomes 1 round/two levels.

**Heightened Effects:** The creature gains spell resistance equal to your level + 5; its aura illuminates a 10-foot radius.

### HALO OF SHELTER

Abjuration [Positive Energy]

**Level:** 5 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You create a halo around a subject that can sustain 5 hit points of damage per caster level. All incoming damage (hit point damage—normal or subdual—but not ability score damage) is subtracted from the halo before any of it reaches the target; as long as the halo has any hit points left, it absorbs the entire attack.

Thus, if a 9th-level magister casts *halo of shelter* upon a subject, the halo has 45 hp. If the subject is then struck by a sword that deals 13 points of damage, the halo absorbs the damage and has 32 hp left. If the target then falls into a pit and suffers 20 points of damage, he sustains no damage himself, leaving the halo with 12 hp. If the target is then in the area of a *sorcerous blast* that inflicts 24 points of damage, the halo is destroyed, but the subject remains unscathed. The halo also blocks any effect accompanying an attack that requires damage to be inflicted, such as a poisonous bite or the effects of an *axe of wounding*.

The target glows with magical energy (particularly around the head) that illuminates a 5-foot radius.

Damage from artifacts, spells of 7th level or above, and +5 weapons bypass the halo. The halo does not protect against nondamaging attacks like *touch of fear*, gaze attacks, or *disintegration* (although it would absorb the damage inflicted by a *disintegration* spell if the subject's save succeeds).

**Diminished Effects:** The spell absorbs 2 hit points/caster level, and +1 weapons ignore it.

**Heightened Effects:** The spell absorbs 8 hit points/caster level.

**Magic Item Creation Modifier:** Constant ×4

### HARASSING WEAPON

Evocation [Force]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** A magical weapon of force

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

**Saving Throw:** None

**Spell Resistance:** Yes

A melee weapon of pure force springs into existence and attacks a designated opponent when he provokes attacks of opportunity, dealing 1d8 points of damage per hit with a critical threat range of 19–20/×2. The weapon is visible and takes the shape of any normal-sized simple or martial weapon you desire. It uses your base attack bonus as its own. It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures.

The weapon follows the foe you choose as long as he remains within range. Occupying the same area as the foe, it makes attacks of opportunity whenever that particular foe provokes them, but otherwise it takes no actions. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell's range, the spell ends. Once you've designated a foe, you cannot choose a new opponent to harass with this spell. The *harassing weapon* cannot be attacked or damaged. If an attacked creature has spell resistance, check for resistance the first time the *harassing weapon* strikes it. Successfully resisting the weapon dispels the spell. Otherwise, the weapon retains its normal full effect for the duration.

**Diminished Effects:** Duration becomes 1 round.

**Heightened Effects:** The weapon attacks once/round in addition to making attacks of opportunity.

### HARROC ADULESE

#### (HUNTER SERPENT)

Evocation

**Level:** 5 (Exotic)

**Casting Time:** 1 round

**Range:** Personal

**Effect:** One magical serpent

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You create a serpent made of red energy that appears in your hand. You then whisper a type of creature (humanoid, fey, magical beast, etc.) to the *hunter serpent* as a free action. The serpent immediately flies through the air at a speed of 90 feet toward the nearest creature of that type. It travels until it reaches an appropriate target, no matter how far it must travel, at which point it makes a touch attack with a +10 bonus. If successful, it inflicts 1d6 points of damage per caster level (maximum 15d6) and 1d3 points of temporary Strength damage as well. After the attack, it disappears. The *hunter serpent* always goes for the closest appropriate target, even if, as it travels toward one, the situation changes. In such a case, it immediately switches targets. The *hunter serpent* cannot travel through matter. If the nearest target of the named type remains within a closed area (such as in a castle with all windows and doors shut), it waits for one hour outside the area. If still unable to find an appropriate target, it disappears. If, however, a closer appropriate and available target appears during that waiting period, it leaves to pursue that target.

There is a drawback to using the spell. As the *hunter serpent* strikes, it speaks. It names and describes you and gives your general current location—even if that location changed since the spell's casting. It speaks in whatever language is appropriate to the target, or Common if the target has no language. For example, the *hunter serpent* says, "I am sent by Talgorim, the Black Witch, who waits six miles to the south in his lair."

**Diminished Effects:** The caster must give the serpent detailed directions. It cannot find the target on its own. If the target is not where the caster described, the spell fails.

**Heightened Effects:** The serpent remains and continues to attack for 1 round/five levels.

**Magic Item Creation Modifiers:** Constant  $\times 2$ , charged  $\times 2$ , single-use  $\times 3$

## HEARTGLOW

Transmutation [Light, Positive Energy]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You focus the magical power within yourself into your heart, causing it to glow like a brilliant light, which can be seen through your chest, and even your clothing and armor. While your heart glows, all enemies within 10 feet of you suffer a morale penalty of  $-1$  to attack rolls, saving throws, and checks as they are discomfited in the presence of the shining light of your goodness.

**Diminished Effects:** The spell's duration is 1 round/level.

**Heightened Effects:** This spell's light reaches to a 20-foot radius around you.

**Magic Item Creation Modifier:** Constant  $\times 4$

## HELM OF WARDING

Abjuration

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

The creature that you touch—if it has a head but is not wearing a helmet, hat, headband, or other headgear—suddenly appears to don a golden helmet of energy. The creature then gains a  $+5$  resistance bonus to all saving throws against mind-affecting spells and powers.

**Diminished Effects:** The resistance bonus is  $+1$ .

**Heightened Effects:** The helmet also confers a  $+2$  enhancement bonus to Armor Class.

**Magic Item Creation Modifier:** Constant  $\times 5$

## HIDDEN OBJECT

Transmutation

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One object

**Duration:** Permanent (see below)

**Saving Throw:** None

**Spell Resistance:** No

As *invisibility*, except that the subject must be an object. It becomes immune to divination spells such as *see invisibility*. You must designate a piece of glass no smaller than 1 inch in diameter, through which a person can view the object. The object and the piece of glass must remain within 30 feet of each other or the spell ends. Wizards sometimes use this spell to hide their spellbooks from all detection; they keep the viewing glass so they may still find and read the book.

**Diminished Effects:** The duration becomes one day/level.

**Heightened Effects:** You can make up to one object/three levels invisible, all tied to the same piece of glass.

**Magic Item Creation Modifiers:** Single-use  $\times 2$ , spell-completion  $\times 2$

## HONEYED WORDS

Enchantment [Mind-Affecting, Psionic]

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Targets:** You

**Duration:** One minute/level (D)

Your words take on additional persuasive weight. As you speak, this spell alters your statements so they sound as pleasing as possible to each listener. The thrust of your words remains the same—if you asked a group of people to attack one of your rivals, they don't think you wanted them to unload a

carriage or perform some other innocent task. However, the spell tailors the request to make it sound appealing to a listener. One person might hear that your rival is a kidnapper, while another one might believe him a member of an evil cult.

You gain a  $+4$  competence bonus to all Bluff and Diplomacy checks that involve speaking while this spell lasts. (DMs should use the rules for influencing NPCs to determine the results.)

**Diminished Effects:** You gain a  $+2$  bonus to affected Bluff and Diplomacy checks.

**Heightened Effects:** The duration becomes 10 minutes/level.

**Magic Item Creation Modifier:** Constant N/A

## ICED FIRE

Conjuration (Creation) [Cold, Fire]

**Level:** 1 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** A small chunk of ice

**Duration:** Up to one hour/level

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

This spell creates a chunk of ice about the size of a human fist with a red, glowing center. Over the course of the duration, the ice melts. You determine the spell's exact duration when you cast it, but it can be no longer than one hour per level and no shorter than one minute. When the duration ends, the ice finishes melting, and the exposed center bursts with heat and flame, inflicting 2d6 points of damage to all within 5 feet. This spell proves useful as a minor sort of "time bomb" with a potentially long duration.

Heat, however, can alter the duration set by the caster. Every point of fire or heat damage applied to the ice chunk reduces the spell's duration by 10 minutes. If the duration falls to 0 or below, the ice's core detonates.

**Diminished Effects:** The spell inflicts 1d6 points of damage.

**Heightened Effects:** The spell inflicts 1d6 points of damage plus 1d6



points/two levels (maximum 5d6) to all within 10 feet.

**Magic Item Creation Modifier:**  
Single-use ×2

### IDENTIFY SCRIER

Divination [Psionic]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** See text

**Target:** Magical sensor

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No (Variant: Yes)

If you become aware that you are being scried, either through a check or a *detect scrying* spell, you can learn the identity of the creature scrying you. You learn only the name of the scrier, not the scrier's location or anything else about this individual. Normal proof against divination magic (such as *unknown*) protects the scrier.

**Diminished Effects:** The duration becomes 1 round/level.

**Heightened Effects:** You also learn the general direction and distance of the scrier, if he or she is within 100 miles/level.

### ILLUMINATED WEAPON

Evocation [Light, Positive Energy]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One weapon

**Duration:** One minute/level (D)  
(see text)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You make a weapon particularly useful against undead opponents by infusing it with magical daylight. The weapon disrupts the undead flesh of corporeal foes, inflicting upon them a –2 penalty to attacks, saves, and checks for 1 round per level when it strikes them. (Multiple strikes do not inflict stacking penalties.) Incorporeal undead hit are also disrupted, forcing them to take only a move action or a standard action on their next turn (but not both).

**Diminished Effects:** Undead may make a Will save to resist the spell's effects.

**Heightened Effects:** The spell affects any creature, not just undead.

**Magic Item Creation Modifier:**  
Constant ×6

### ILROSOS TOBOR

(ROSES OF LIFE)

Conjuration (Healing)

[Positive Energy]

**Level:** 4 (Exotic)

**Casting Time:** 10 minutes

**Range:** Touch

**Effect:** One magical rose/level

**Duration:** One hour/level

**Saving Throw:** Will half (harmless)

**Spell Resistance:** Yes (harmless)

You create roses made of glistening (positive) magical energy. Characters can use one of these roses at any time during the duration to heal themselves of 1d8 points of damage as a standard action. Thus, you can keep the roses you create for later, use them immediately, or give them to allies. One also can use a single rose to make a touch attack against an undead creature that inflicts 1d8 points of damage as a standard action.

**Diminished Effects:** Each rose heals/inflicts 1d6 points of damage.

**Heightened Effects:** Each rose heals/inflicts 2d8 points of damage.

**Magic Item Creation Modifier:**  
Single-use ×2

### IMBUE GUARDIAN

Transmutation

**Level:** 8 (Complex)

**Casting Time:** One hour

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** Instantaneous (see below)

**Saving Throw:** None

**Spell Resistance:** No

You cast this spell on a willing creature that has remained in a single location (an area no bigger than a 100-foot radius) for at least 24 hours. From this point on, while remaining in this area

the creature gains the following benefits: +4 competence bonus to Spot and Listen checks, +8 bonus to Sense Motive checks, the ability of *see invisibility*, and 360-degree vision. The guardian does not need to eat or sleep and does not age. Lastly, no effect can move an unwilling guardian out of the area—the character cannot be unwillingly teleported away, charmed, or compelled to leave, nor physically pushed or carried out of the keyed location.

All these benefits are forever lost if the guardian freely decides to leave.

**Diminished Effects:** The guardian gains no bonuses or the special visual abilities but still does not age or need food or sleep.

**Heightened Effects:** The creature does not need to be willing but gets a Will saving throw and spell resistance check to resist. If the creature fails, it is compelled to remain in the area and serve as a guard forever.

**Magic Item Creation Modifiers:**  
Single-use ×2, spell-completion ×2

### INDUCE VULNERABILITY

Transmutation

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature/5 levels

**Duration:** One minute/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You make the affected targets particularly vulnerable to an energy type of your choosing (acid, cold, fire, lightning, or sonic). The targets suffer double damage from attacks using that energy type. If a creature has any sort of resistance to that energy type, this spell nullifies the resistance for the duration (but the creature suffers normal damage during that time, not double). Creatures completely immune to an energy type (inherently, not from a spell) cannot be made vulnerable to it.

**Diminished Effects:** Target becomes one creature. The target suffers 1.5 times the normal damage rather than double damage.

**Heightened Effects:** The target becomes one creature/three levels. Non-elemental creatures immune to the energy type in question lose their immunity and suffer standard damage from that element.

### INSPIRE COURAGE

Enchantment (Charm)

[Mind-Affecting, Sonic]

**Level:** 1 (Simple)

**Casting Time:** Move action

**Range:** 20 feet

**Targets:** All allies within range

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

You *inspire courage* in your allies, bolstering them against fear and improving their combat abilities. Once the spell has been cast, you can sing as a free action each round. While singing, you can take any action other than casting spells, activating magic items by spell completion (such as scrolls), or activating magic items by magic word (such as wands). To be affected, an ally must hear you sing for a full round, so the effect begins the round after you use this spell. The effect lasts as long as you sing and for 5 rounds after the singing stops (or the ally can no longer hear it). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls.

**Diminished Effects:** The bonus can last no more than 1 round, no matter what you do.

**Heightened Effects:** The +1 morale bonus gained also applies to saving throws and skill checks.

**Magic Item Creation Modifier:** Constant N/A

### ITEM FROM BEYOND

Divination

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** See text

**Target:** One object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

Once you have successfully found a subject with a *scrying* spell or a device such as a *crystal ball*, this spell allows you to transfer an object from your location to the subject's location, using the magical sensor created by the spell or device as a conduit. The item can weigh no more than 10 lbs. per caster level and appears at the scried subject's feet. The transferred item cannot be wholly magical (such as a winter witch's *ice blade*) but it can be a magic item (such as a *wand of greater battle healing* or a *+2 longbow*). Creatures cannot be transferred.

If you become aware that you are being scried, either through a check or a *detect scrying* spell, you can cast this spell to transfer an object to the scrier's location. You gain no information about the scrier or her location through use of this spell.

**Diminished Effects:** N/A

**Heightened Effects:** Multiple items can be transferred as long as they do not collectively exceed the weight limit.

### JEVICCA'S FOURFOLD

#### OSTRACISM

Transmutation

**Level:** 7 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Targets:** One to four creatures or objects

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You send one to four creatures or objects into the Ethereal Plane for a very short time. At the end of the duration, the subjects return to the exact location from which they left, unless that spot is no longer safe (it has been filled with stone, a fire has been set there, and so on); in that case, they appear in the nearest safe spot.

During their time on the Ethereal, the creatures can take whatever actions are available to them—if they have the power on their own, they can even

return to the Material Plane. They cannot, however, move outside the range of the spell, nor can they see into the real world. Unless the creatures ostracized to the Ethereal take actions against each other, however, assume they stay safe on that plane for the duration. The point of the spell is simply to get rid of them for a short while, so that actions can take place in their absence. Unattended objects gain no saving throw unless they are magical. The object must be smaller than a 10-foot cube to be affected. Creatures, however, can be of any size. Due to the "four-fold" nature of this spell, if the caster chooses to affect fewer than four targets, she can force one or more of them to make multiple saving throws. If any of the saves fail, the spell affects the subject. For example, if you affect three targets, one of them (your choice) must make two saving throws while the others each make one as normal. If the spell targets two subjects, both must make two saves, or one must make three and the other just one. If this spell is cast upon one target, that creature or object must make four saving throws and succeed at all of them or suffer the spell's effect. A creature with spell resistance calls for a check against the SR for each save required of it. This spell has no effect if cast on the Ethereal Plane.

**Diminished Effects:** The spell can affect only one creature, with no modification to its saving throw.

**Heightened Effects:** The targets are held in stasis while ostracized, unable to take actions.

**Magic Item Creation Modifier:** Single-use X2

### JEVICCA'S JUST REVERSAL

Abjuration

**Level:** 3 (Exotic)

**Casting Time:** One minute

**Range:** Personal

**Target:** You

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

When a foe casts an enchantment (charm) upon you while you're under the effects of *Jevicca's just reversal*, make a saving throw as normal for the charm. If you succeed, the foe must immediately make a saving throw as if you had cast the charm upon him (with the same DC you faced). Should the foe fail the save, the charm takes effect as if you had cast it upon him.

**Diminished Effects:** The duration becomes 1 round/level.

**Heightened Effects:** The foe's saving throw suffers a -2 penalty.

**Magic Item Creation Modifier:** Single-use ×2

## JISGUS SEPA

### (DISGUISE SOUL)

Necromancy [Truename]

**Level:** 8 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** The caster and one creature

**Duration:** One year/level (D)

**Saving Throw:** No

**Spell Resistance:** Yes

This spell makes the caster's soul appear to be the soul of another creature and vice versa to spells that target souls.

Spells that target souls include any spells with the truename descriptor, *scrying*, and similar divinations, and obviously soul-related spells like *trap soul*. Thus, someone attempting to cast *curse of vengeance* on a target carrying this spell would curse the wrong target.

**Diminished Effects:** The duration becomes one day/level.

**Heightened Effects:** The spell also affects magical compulsions and charms.

**Magic Item Creation Modifiers:** Single-use ×3, spell-completion ×2

## KEEP DRY

Abjuration

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One object

**Duration:** Eight hours (D)

**Saving Throw:** None

**Spell Resistance:** No

You magically protect one object from getting wet. Even if submerged underwater, the object remains dry. Objects that normally would absorb water (cloth, paper, a sponge) under the influence of this spell do not. Characters often cast this spell to protect their spellbooks or scrolls when in damp areas.

**Heightened Effects:** You can affect one object/level.

## KEEP FRESH

Abjuration

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** 1 lb. of food

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

Food under the effect of this spell does not spoil, rot, or decay in any way. It doesn't even change temperature (hot food stays hot, cold food stays cold). It remains as fresh at the end of the duration as it was at the beginning.

**Heightened Effects:** You can affect 1 lb./level.

## KEVESSA GUL

### (SPINES OF DEATH)

Conjuration (Creation)

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** No (see text)

**Spell Resistance:** No

This spell conjures eight spines to grow on your body. You can hurl them like longswords (with no proficiency penalty), up to six at a time as a standard action, with each spine requiring its own attack roll. You cannot target multiple foes in a single attack volley. Each spine deals 1d8 points of damage (plus your Strength modifier) as well as poison, with venom that inflicts 1d4 Constitution/1d4 Constitution. Those

hit by the spines must make a Fortitude save to avoid the effects of the poison.

In melee, you can make attacks with the spines as nonreach weapons that you are proficient with. You deal 1d8 points of damage plus your Strength modifier no matter how many spines you currently have. Each successful strike with a spine in melee potentially injects poison as well. After throwing a spine, you grow a new poisoned spine each round of the spell's duration, or until you have eight again (you can never have more than eight spines at once). So if, on the first round, you hurl six, you have two left. But next round you grow another, so you have three. You can wait 3 rounds more—perhaps making melee attacks during that time—to get six, and then hurl them all at once, or hurl three now and one each round thereafter, and so on. If you are grappled, the grappler automatically suffers spine damage and must make a save to resist the poison.

**Diminished Effects:** The spines are not poisoned and do not grow back.

**Heightened Effects:** The spines inflict 1d10 points of damage, and their poison inflicts 1d6 Constitution/1d6 Constitution damage.

**Magic Item Creation Modifier:** Single-use ×2

## KIN CURSE

Enchantment (Compulsion)

[Curse, Mind-Affecting]

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet+5 feet/2 levels)

**Target:** One creature

**Duration:** Permanent (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target is compelled to travel to the location of his nearest blood relative and kill her. This spell cannot be dispelled, but a *remove curse* cast by a spellcaster of a higher level than you rids the target of the compulsion. Once the target "chooses" a relative, the target continues to track and attack that relative until successful or until someone removes the curse.

**Diminished Effects:** The spell functions only if the nearest relative has fewer Hit Dice than the subject and can be reached in one hour's travel.

**Heightened Effects:** N/A

**Magic Item Creation Modifier:** Single-use×2

#### KIN LINK

Divination

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet+5 feet/2 levels)

**Targets:** One relative/2 levels, no two of whom can be more than 30 feet apart

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You forge a mental connection among characters related to you by blood. Each relative included in the link is linked to all the others. The link can be established only among willing subjects, who therefore receive no saving throw or spell resistance. The creatures can communicate mentally, sharing words, thoughts, concepts, and even pictures. No special influence occurs as a result of the bond. Once the link is formed, it works over any distance (although not from one plane to another). Sometimes, very rarely, extremely close relatives (such as twins) are born with this link inherently active and permanent.

**Diminished Effects:** The spell affects only one relative.

**Heightened Effects:** The spell's range is one mile/level.

**Magic Item Creation Modifier:** Single-use ×2

#### KNAVESCOUR

Abjuration [Acid]

**Level:** 4 (Complex)

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** One object per level

**Duration:** One day/level (D)

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A particularly useful foil for thieves, *knavescour* allows you to designate one object per level (maximum 10). You must touch the object(s) at the time of casting, and again once per day to maintain the spell.

If anyone intentionally touches any of these objects without your spoken permission, this spell causes it to spray corrosive energy at the creature that deals 1d6 points of acid damage per caster level (maximum 10d6). After this discharge, the object becomes safe for anyone to handle, and the other objects retain diminished protection. The second object touched without your permission deals one less die of damage than the first. The third deals two dice less than the first, and so on.

**Diminished Effects:** The spell affects only one object and inflicts 1d4 points of damage/level (maximum 10d4).

**Heightened Effects:** The damage does not diminish with each object touched.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

#### LEARN HERITAGE

Divination

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You learn details of the family and ancestry of a chosen target. You learn the race of the target as well as detecting the presence of any other unusual elements (dragon blood, for example). You also can mentally check for one specific bloodline (blood of the Tairevel family, for example) and get a yes/no indication. To check for more than one bloodline, you must cast the spell multiple times.

**Heightened Effects:** You can check for one bloodline/level.

#### LEGACY

Illusion (Figment)

**Level:** 2 (Exotic)

**Casting Time:** One minute

**Range:** Touch

**Effect:** An image of you

**Duration:** One year/level or until discharged

**Saving Throw:** None

**Spell Resistance:** No

This illusion is meant to fool no one. Instead, this programmed visual lets you store an image of yourself in a location of your choosing. The image, activated by a visual or audible trigger, is faint, makes no sound or smell, and has no substance—thus, it's clearly an image to all who see it. It looks like you and persists for up to 1 round per level. During this time, you can make the image take whatever actions you wish, although it cannot move more than 10 feet from the spot where it's stored. The image cannot manipulate objects or affect creatures physically. The trigger for the effect reacts to appearances: Disguises and illusions can fool it. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats an audible trigger. You can key an audible trigger to general types of noises (footsteps, metal clanking) or to a specific noise or spoken word (when a pin drops, when anyone says "abracadabra"). Actions can serve as triggers if they are visible or audible. The spell cannot distinguish level, Hit Dice, or class except by external garb.

**Diminished Effects:** The spell's duration becomes one day/level (until discharged).

**Heightened Effects:** The spell's duration is permanent. Disguises and illusions cannot fool the trigger.

**Magic Item Creation Modifiers:** Single-use ×3, spell-completion ×2

#### LEGACY OF ELDRITCH MIGHT

Transmutation

**Level:** 9 (Exotic)

**Casting Time:** One minute

**Range:** Touch

**Target:** One relative

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This strange spell is one virtually never prepared. Instead, it is almost exclusively transcribed onto scrolls. With the power of this spell, you transfer a portion of your personal magical power and knowledge to a relative. The relative must be younger than you. When the spell is finished, you die—and cannot be raised or returned from the dead by any means. Your body fades away forever. The recipient of the spell's energies instantly gains a level of magister. This level gain is permanent, as if the character earned the level through gaining experience. The character's new experience point total is 1 point above what normally would be needed to reach the new level. You must cast this spell of your own free will. If you cast it as a result of someone's charm or compulsion effect upon you, the spell fails, the charm or compulsion effect ends, and the charming or controlling character gets feedback worth 1d6 points of damage per spell level of the charm or compulsion used upon you (no save). The subject, however, need not be willing or even aware of your actions.

**Diminished Effects:** N/A

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

### LETHALITY DENIED

Enchantment (Compulsion) [Mind-Affecting]

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature

**Duration:** One minute/level or until triggered

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The next time the target makes a melee or ranged attack that will kill a foe by inflicting more hit points than the foe has left, the damage becomes subdual instead—the attack does not slay the foe but merely knocks her unconscious. This spell does not affect the attack roll, only the type of damage inflicted. No more than one creature can be saved with a single casting of this spell, regardless of the circumstances.

**Diminished Effects:** The duration becomes 1 round/level, and the spell affects only melee attacks.

**Heightened Effects:** The spell functions each time the conditions are met during the duration, which is 10 minutes/level.

### LIGHT OF THE EARTH

Evocation [Earth, Light, Positive Energy]

**Level:** 6 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 30-foot-radius spread on the ground

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

When you cast this spell on an area of the ground, the earth cracks and shudders. Magical light blazes out of the cracks and shines



upward 30 feet. Undead suffer 5d8 points of damage. Once the spell ends, the ground reseals and returns to its previous state.

You may cast this spell only upon a patch of earth or on the ground floor of a building or similar structure.

**Diminished Effects:** Undead resist the spell's effects with a Will save.

**Heightened Effects:** The spell can affect any creature.

## LONG FLAME

Transmutation

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One candle, lantern, or torch

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** No

You take one lit candle, torch, or lantern and increase the amount of time it will burn without consuming additional fuel or wick by a factor of 1 + your level. Thus, a 1st-level caster increases the amount of time a torch lasts—usually an hour—by 2 (thus, three hours).

**Heightened Effects:** The flame continues to burn indefinitely (but can be put out normally, ending the spell).

## LORD OF THE CITY

Divination [Psionic]

**Level:** 9 (Exotic)

**Casting Time:** One hour

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

You can cast *lord of the city* only within a settlement that is home to at least 100 people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define 100 farmers living across hundreds of acres as a settlement). For the duration, you know the general status of the people in the city: content, rebellious, afraid, dying, etc. You become aware of large-scale calamities or strong emotions—anything that affects at least 10 percent of the population or physically endangers 1 percent of the popu-

lation. For example, in a city of 10,000 people, if 155 people had the plague, you would become aware of it (with no further details). If the city were under attack, you would become aware of it. If a major festival were occurring with a thousand people attending, you would know whether they were enjoying themselves. You would not learn of minor occurrences (two people attacked during a robbery, three people dying in an accident, five people dying of natural causes, and so on).

Further, with 1 round of concentration, you can learn the location and status of a single individual you name, if that creature is within the settlement. You must have touched that creature or have something belonging to it in your possession at the time of the attempt. If the individual you seek is protected against divinations, you gain a +5 bonus to your caster power check to overcome the protection.

Lastly, once per level while the spell remains in effect, you can send a message to anyone in the settlement found using this spell and get a reply of up to one word per level.

**Diminished Effects:** The spell does not allow you to pinpoint single creatures and know their status or location, nor can you send them a message.

**Magic Item Creation Modifiers:** Constant  $\times 2$ , single-use  $\times 3$ , spell-completion  $\times 2$

## MAGICAL PERFORMANCE

Transmutation

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

You gain a +5 circumstance bonus to Perform checks. This bonus applies only to checks made while attempting normal Perform checks, not for checks that have to do with feat or item activation.

**Diminished Effects:** The circumstance bonus is +1.

**Heightened Effects:** The spell affects you and one other performer/level.

**Magic Item Creation Modifier:** Constant  $\times 3$

## MAGMA BURST

Conjuration (Creation) [Fire]

**Level:** 9 (Exotic)

**Casting Time:** 1 round

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 50-foot radius

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You cause the earth to explode like a volcanic vent, spraying up rock and magma and inflicting 20d6 points of damage to everything in the area of effect (half of this is fire damage, the other is impact). From that point on, the entire area remains a pool of lava, inflicting 20d6 points of fire damage per round.

**Diminished Effects:** The vent reseals after 1 round.

**Magic Item Creation Modifiers:** Single-use  $\times 3$ , spell-completion  $\times 3$

## MANTLE OF EGREGIOUS

### MIGHT

Transmutation

**Level:** 8 (Exotic)

**Casting Time:** 1 round

**Range:** Touch

**Target:** One creature

**Duration:** 10 minutes/level

**Saving Throw:** None (harmless)

**Spell Resistance:** No

You bestow around a subject's head a scintillating aura, imbuing him with great power. A character with this mantle gains a +4 luck bonus to Armor Class, attack rolls, saving throws, and all ability scores.

**Diminished Effects:** The luck bonus becomes +2.

**Heightened Effects:** The luck bonus becomes +6.

**Magic Item Creation Modifiers:** Constant  $\times 5$ , single-use  $\times 3$ , spell-completion  $\times 2$

**MARGUL (DREADED FREEZE)**

Enchantment (Compulsion)

[Mind-Affecting]

**Level:** 1 (Exotic)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/2 levels)**Target:** One creature/five levels**Duration:** 1 round (D)**Saving Throw:** Will partial**Spell Resistance:** Yes

The target(s) of this spell freezes motionless. Targets who succeed at a saving throw still suffer a –1 penalty to attacks, saves, and checks for the duration.

**Diminished Effects:** The spell affects only one creature, the target is stunned, not motionless, and there is no secondary effect if the save succeeds.

**Heightened Effects:** The duration becomes 1d3 rounds.

**Magic Item Creation Modifier:** Single-use ×2

**MARK OF AIR**

Evocation [Air]

**Level:** 2 (Simple)**Casting Time:** 1 round**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level or until discharged**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The energy of this spell creates a white, swirled mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to conjure a shield of swirling air that provides a +5 deflection bonus to Armor Class for 10 rounds. Using this shield of air ability is a standard action that immediately dismisses the *mark of air*.

**Diminished Effects:** The mark has no power except when activated (conjuring the shield).

**Heightened Effects:** The enhancement bonus is +4.

**MARK OF AIR, GREATER**

Evocation [Air]

**Level:** 4 (Simple)

As *mark of air*, except that the mark allows the subject to fly with a speed of 40 feet (good maneuverability) for the spell's duration or until the subject uses the greater shield of air ability: as under *mark of air*, but the wall of churning air created works exactly like a *wind churn* effect that lasts 10 rounds.

**Diminished Effects:** The duration becomes one minute/level.

**Heightened Effects:** The enhancement bonus is +4.

**MARK OF DEATH**

Evocation [Negative Energy]

**Level:** 8 (Simple)**Casting Time:** 1 round**Range:** Touch**Target:** One creature**Duration:** One hour/level or until discharged**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The energy of this spell creates a black, skull-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain an immunity to all negative energy effects. They also possess the ability to launch a pale gray ray of energy, which requires a ranged touch attack to hit the target. Targets struck must succeed at a Fortitude saving throw or suffer 5 points of damage per caster level. Even those who save suffer 1d4 points of temporary Constitution damage. Using this ray of death ability immediately dismisses the *mark of death*.

**Diminished Effects:** The duration becomes one minute/level.

**Heightened Effects:** Death spells cast are reflected back upon the caster.

**MARK OF EARTH**

Evocation [Earth]

**Level:** 2 (Simple)**Casting Time:** 1 round**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level or until discharged**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The energy of this spell creates a brown, block-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Strength. They also possess the ability to conjure and throw a large mass of rock, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits within medium range (100 feet + 10 feet/level). Using this mass of rock ability is a standard action that immediately dismisses the *mark of earth*.

**Diminished Effects:** The mark has no power except when activated (conjuring the mass of rock).

**Heightened Effects:** The enhancement bonus is +4.

**MARK OF EARTH, GREATER**

Evocation [Earth]

**Level:** 4 (Simple)

As *mark of earth*, except that the mark grants the subject damage reduction 10/magic (or 10/+1) for the spell's duration or until the spell has protected the subject from up to 10 points of damage per caster level, or until the subject uses the greater mass of rock ability: as under *mark of earth*, but the 40-foot cone of earth and rock blasted from the character's hand inflicts 6d6 points of damage. A successful Reflex saving throw allows half damage.

**Diminished Effects:** The duration becomes one minute/level.

**Heightened Effects:** The enhancement bonus is +4.

**MARK OF FIRE**

Evocation [Fire]

**Level:** 2 (Simple)**Casting Time:** 1 round**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level or until discharged



**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The energy of this spell creates a red, flame-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to cast from the palm of the hand a ray of fire that inflicts 3d6 points of fire damage, if a ranged touch attack strikes the target within medium range (100 feet + 10 feet/level). Using this ray of fire ability is a standard action that immediately dismisses the *mark of fire*.

**Diminished Effects:** The mark has no power except when activated (casting the ray of fire).

**Heightened Effects:** The enhancement bonus is +4.

### MARK OF FIRE, GREATER

Evocation [Fire]

**Level:** 4 (Simple)

As *mark of fire*, except that the mark provides 20 points of fire resistance each round for the spell's duration or until the subject uses the greater ray of fire ability: as under *mark of fire*, but the resulting 6d6 fire ball explodes with a 20-foot spread. A successful Reflex saving throw allows half damage.

**Diminished Effects:** The duration becomes one minute/level.

**Heightened Effects:** The enhancement bonus is +4.

### MARK OF FROST

Evocation [Cold]

**Level:** 2 (Simple)

**Casting Time:** 1 round

**Range:** Touch

**Target:** One creature

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The energy of this spell creates a blue-white, angular mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +1 natural armor bonus due to a hard, icy coating that protects their skin. They also possess the ability to conjure a spear of ice, which can be thrown once as a normal shortspear (no proficiency required) to inflict 1d8 points of damage plus 2d6 points of cold damage. Using this spear of ice ability is a standard action that immediately dismisses the *mark of frost*.

**Diminished Effects:** The mark has no power except when activated (conjuring the spear).

**Heightened Effects:** The enhancement bonus is +4.

### MARK OF FROST, GREATER

Evocation [Cold]

**Level:** 4 (Simple)

As *mark of frost*, except that the mark provides 20 points of cold resistance each round for the spell's duration or until the subject uses the greater spear of ice ability: as under *mark of frost*, but the resulting 6d6 cold ball explodes with a 20-foot spread. A successful Reflex save allows half damage.



**Diminished Effects:** The duration becomes one minute/level.

**Heightened Effects:** The enhancement bonus is +4.

### MARK OF WATER

Evocation [Water]

**Level:** 2 (Simple)

**Casting Time:** 1 round

**Range:** Touch

**Target:** One creature

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

The energy of this spell creates a blue, wavy mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Constitution. They also possess the ability to cast from the palm of the hand a stream of water, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits within medium range (100 feet + 10 feet/level). Using this stream of water ability is a standard action that immediately dismisses the *mark of water*.

**Diminished Effects:** The mark has no power except when activated (casting the stream).

**Heightened Effects:** The enhancement bonus is +4.

### MARK OF WATER, GREATER

Evocation [Water]

**Level:** 4 (Simple)

As *mark of water*, except that the mark allows the subject to breathe water for the duration or until the subject uses the greater mark's other effect: to safely teleport the caster from any completely submerged location to the surface of the water directly above. If something solid occupies the space the caster would teleport into, the character is shunted in a random direction until there is room for him. If the body of water has no surface (for example, if it fills an underwater cave) the spell fails.

**Diminished Effects:** The duration becomes one minute/level.

**Heightened Effects:** The enhancement bonus is +4.

### MASTER CREATURE

#### OF THE MIST

Enchantment (Compulsion)

[Air, Mind-Affecting]

**Level:** 7 (Complex)

**Duration:** Permanent

As *control creature of the mist* except as noted above.

**Diminished Effects:** The spell works only on creatures of the mist that you create, up to CR 9 maximum.

**Heightened Effects:** You can master two creatures of the mist.

**Magic Item Creation Modifiers:**

Constant  $\times 1.5$ , single-use  $\times 2$ , spell-completion  $\times 2$

### MENTAL ALARM

Divination [Psionic]

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Targets:** One creature/level (maximum eight creatures)

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** No

All subjects are mentally alerted simultaneously at some predesignated moment in time. The moment is chosen by you and must be within the duration of the spell. This spell is often used by small groups to coordinate actions.

**Heightened Effects:** The duration becomes one day/level.

### MINOR LASTING IMAGE

Illusion

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** 1 square foot

**Duration:** Permanent

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

You create a very small, immobile illusion of any object, force, or crea-

ture you visualize. The illusion does not create sound, smell, texture, or temperature, nor does it move. The resulting illusion matches your visualization exactly, even if the image in your mind differs somehow from the real object, force, or creature—if such exists at all.

**Diminished Effects:** The spell's duration becomes one hour/level.

**Heightened Effects:** The image can move for up to 1 round, repeating that move over and over.

**Magic Item Creation Modifiers:**

Single-use  $\times 2$ , spell-completion  $\times 2$

### MINOR WARD

Abjuration

**Level:** 0 (Simple)

**Casting Time:** 10 minutes

**Range:** Touch

**Target or Area:** Object touched or up to 20 square feet

**Duration:** One day/level

**Saving Throw:** See text

**Spell Resistance:** Yes (object)

This inscription harms those who enter, pass, or open the warded area or object. A *minor ward* 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 of a specific type violating the warded area is subject to the magic it stores. Wards can be set according to creature type, subtype, or species (such as "sibeccai" or "aberration").

Wards also can be set to pass those of your religion or organization. They cannot be set according to appearance, class, Hit Dice, or level. Wards respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *minor wards* cannot function within 30 feet of each other.

When casting the spell, you mark a clear design in paint, chalk, blood, scratch marks, or some other means. The ward can conform to any shape up to the limitations of your total square footage. When the spell is completed, the ward remains quite obvious.

Wards cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled.

The *unknown* spell can fool a *minor ward*.

*Read magic* allows you to identify a *minor ward* with a successful Spellcraft check (DC 13). Identifying the *minor ward* does not discharge it, but it allows you to know the basic nature of the glyph (version [see below], type of damage caused, what spell is stored).

Depending on the version selected, a *minor ward* either blasts the intruder or activates a spell:

**Blast Ward:** A blast deals 1d4 points of damage to one target. This damage is acid, cold, electricity, fire, or sonic (your choice, made at time of casting).

Those affected can make Reflex saves to take half damage.

**Spell Ward:** You can store any harmful 0-level spell that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect centers on the intruder. All saving throws operate as normal, except that the Difficulty Class is based on the level of the *minor ward*.

**Heightened Effects:** The blast ward inflicts 2d4 points of damage. The spell ward can be any harmful 1st-level spell you know.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

## MIRROR BLAST

Evocation [Force]

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

Upon shattering a small mirror, you create a magical blast of force energy and mirror shards. The blast inflicts 1d6 points of damage per caster level (maximum 15d6). Half is force damage, and half is slashing from the shards.

**Diminished Effects:** The spell inflicts 1d4 points of damage/level (maximum 15d4).

**Heightened Effects:** The spell inflicts 1d8 points of damage/level (maximum 15d8).



**MIRROR CALLING**

Conjuration (Calling) [see text]

**Level:** 6 (Exotic)**Effect:** Up to 16 HD worth of summoned elementals and outsiders, no two of which can be more than 30 feet apart when they appear.

As *lesser mirror calling*† (see below), except you may call one creature of up to 16 HD or a number of creatures of the same type whose Hit Dice total no more than 16. The creatures as a group agree to perform a task for you and request a favor in return.

**Diminished Effects:** You call one creature up to 8 HD.

**Heightened Effects:** The creature is willing to enter into a permanent service with you, if you offer it a continuing payment as well as accommodations.

**Magic Item Creation Modifier:** Single-use ×2

**MIRROR CALLING, LESSER**

Conjuration (Calling) [see text]

**Level:** 4 (Exotic)**Casting Time:** 10 minutes**Range:** Touch**Effect:** One summoned elemental or outsider of up to 8 HD**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

Upon casting this spell, you gaze into a mirror and view a random location occupied by a creature on another plane. You call forth an elemental or outsider (of up to 8 HD) that you can see. 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 for you, and the creature may request some service in return. The more demanding your request, the greater return favor the creature asks for. This bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. If you agree to the service, the creature performs the task you requested, reports back to you after-

ward (if possible), and returns to its home plane. You are honor bound to perform the return favor.

A creature may accept some form of payment, such as a magic item, in return for its service. The creature does with the item whatever it pleases.

*Note:* A calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature is considered a spell of that type. For example, *lesser mirror calling* is a fire spell when it calls a fire elemental.

**Diminished Effects:** You call one creature up to 4 HD.

**Heightened Effects:** The creature is willing to enter into a permanent service with you, if you offer it a continuing payment as well as accommodations.

**Magic Item Creation Modifier:** Single-use ×2

**MIRROR PORTAL**

Transmutation

**Level:** 7 (Exotic)**Casting Time:** 10 minutes**Range:** Touch**Targets:** Two mirrors**Duration:** One day/level**Saving Throw:** None**Spell Resistance:** No

You create a one-way magic passage between any two mirrors. Once the spell is cast, the mirrors can be moved any distance apart. Anyone stepping into one mirror comes out the other. To make the passage two-way, cast the spell twice.

A creature or object must be able to pass through the mirror physically, as if it were a doorway, so it is important that the mirrors are big enough. If you look through one mirror, you see a blurry view of whatever is reflected in the other mirror, as well as the normal reflection.

**Diminished Effects:** The spell ends when one creature or object passes through the portal.

**Heightened Effects:** The passage is two-way. You only have to touch one mirror and be certain of the location of the other mirror.

**Magic Item Creation Modifiers:** Single-use ×3, spell-completion ×2

**MIRROR SHIELD**

Abjuration

**Level:** 3 (Exotic)**Casting Time:** Standard action**Range:** Touch**Target:** One mirror**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No

A useful protection against ray attacks, this spell creates a device that automatically reflects any ray spell directed at you back at its caster. You make a ranged attack roll (as if you cast the ray spell yourself) against the caster's Armor Class. If you hit, you inflict damage per the original spell.

**Diminished Effects:** The spell is not reflected at the caster, but you are still unaffected.

**Heightened Effects:** The spell automatically strikes the original caster.

**Magic Item Creation Modifier:** Single-use ×2

**MIRROR SPELL**

Transmutation

**Level:** 4 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level) and Touch**Target:** One target affected by a spell and one new target**Duration:** Varies**Saving Throw:** Will negates**Spell Resistance:** Yes

You tap into a magical spell that affects the target, altering the spell to leap onto a different person. The spell's numeric effects, such as its duration or random effects, remain the same. For example, a *touch of pain* spell that inflicted a –2 morale penalty to attack rolls, saves, and checks would apply that same penalty to the new target. You do not reroll the spell's damage.

*Mirror spell* can affect only a limited number of spells. It has no effect on those with a duration of Instantaneous, nor can it affect spells above 3rd level. The initial target of this spell—the person currently affected by the spell you want to transfer—must

be within 100 feet + 10 feet per caster level of you. You must then touch the new target, using a touch attack as normal. You can choose to target yourself. Until you succeed in this touch attack, you suffer the spell's effects or gain its benefits yourself. This counts as a Touch spell that you must deliver as normal.

The initial target loses the effects of the spell if it is transferred. You remove the spell from him. He may choose to make a Will save to resist this loss. On a successful save, he retains the spell and you cannot transfer it. Otherwise, the new target of this spell, whom you touch, may either accept it willingly or choose to resist. She is allowed a Will save; if she succeeds, the spell continues to affect you instead. You are not allowed a saving throw in this case.

The spell's duration continues to run as normal. The new target gains no effects that have already expired. Treat the character who loses the spell as if he received *dispel magic* to remove it. The new target receives only any continuing effects that persist in the spell's current state.

**Diminished Effects:** Only 1st-level or lower spells may be mirrored.

**Heightened Effects:** Spells of 4th level or lower may be mirrored.

### MIRROR SPELL, GREATER

Transmutation

**Level:** 8 (Complex)

As *mirror spell*, save that this version can affect spells of 7th level or lower.

**Diminished Effects:** Only 5th-level or lower level spells may be mirrored.

**Heightened Effects:** Any spell may be mirrored.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

### MIRROR THEFT

Transmutation

**Level:** 5 (Exotic)

**Casting Time:** 1 round

**Range:** Touch

**Target:** One mirror

**Duration:** 1 round

**Saving Throw:** None

**Spell Resistance:** No

While using the Mirror Sight ceremonial feat on a mirror, you may reach into the mirror and grab one unattended object that you can see, pulling it through to your side. The object must be something that you can lift and that will fit through the mirror.

In the location being viewed, your hands seem to appear out of nowhere, grasping the object and pulling it away into nothingness. Creatures in that location cannot harm or affect you, but they can attempt to grab the object. If they succeed, the spell ends.

**Diminished Effects:** The object cannot be a magic item.

**Heightened Effects:** You can steal one item/three levels.

**Magic Item Creation Modifier:**

Single-use  $\times 2$

### MIRROR TRUTH

Illusion (Glamer)

**Level:** 6 (Exotic)

**Casting Time:** 10 minutes

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** One 10-foot cube/level (S)

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a powerful illusion that can be overcome only by looking through a mirror. You create an illusory image over the target area. No amount of normal interaction with the illusion helps characters discern the truth. However, if they look at the area in a mirror, the reflection shows what is actually there. Magical means of detecting or seeing through illusions are handled as if this were a normal illusion. *Mirror truth* does not foil scrying.

**Diminished Effects:** The area is a single 3-foot cube.

**Heightened Effects:** The spell foils scry attempts as well.

**Magic Item Creation Modifiers:**

Single-use  $\times 3$ , spell-completion  $\times 2$

### MISSIVE TOKEN

Transmutation [Language-Dependent]

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** A magical token

**Duration:** Until used

**Saving Throw:** None

**Spell Resistance:** Yes

You imbue a nonmagical object of Tiny size (or smaller) with special communication magic. Anyone possessing this token can contact you telepathically and send you a message up to 25 words long; you are aware of the sender's identity. This spell does not give you the power to respond, nor does the possessor of the token know your location or any detail about you (even whether you are alive to receive the message). Once used, the object retains no special abilities.

**Diminished Effects:** The missive must be within 100 feet of you to function.

**Heightened Effects:** You can respond with your own message of 25 words or less.

**Magic Item Creation Modifier:**

Single-use  $\times 2$

### MOLTEN BLAST

Conjuration (Summoning) [Earth, Fire]

**Level:** 5 (Complex)

**Casting Time:** Standard action

**Range:** 80 feet

**Area:** 80-foot line

**Duration:** Instantaneous, but see text

**Saving Throw:** Reflex half

**Spell Resistance:** No

You create a tiny gate to the Elemental Plane of Lava, a place where earth and fire mingle. Lava jets through the gate like a small volcano. Though the lava loses some of its fiery heat as it transfers into the Material Plane, it still inflicts 1d6 points of fire damage per caster level, to a maximum of 15d6. In addition, targets who fail their Reflex saves become covered in a thin layer of rocky, stiff residue as the lava cools. These victims suffer a  $-4$  penalty to Dexterity until they spend a full-round action chipping the rock

away. Removing the rock requires a creature to drop its guard as it pulls the coating from its body, thus provoking an attack of opportunity.

**Diminished Effects:** Damage inflicted becomes 1d4 points per level, maximum 15d4.

**Heightened Effects:** Damage inflicted becomes 1d8 points per level, maximum 15d8.

## NONESS TOMA

### (SLIP BETWEEN SIGHT)

Illusion (Figment)

**Level:** 1 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

This illusion obscures accurate vision. You gain a +5 bonus to Sneak checks and do not necessarily need something to hide behind (but you must remain unobserved while initially hiding). This spell negates any size penalties as they apply to Sneak checks.

**Diminished Effects:** The spell offers a +1 bonus to Sneak.

**Heightened Effects:** The spell offers a +10 bonus to Sneak.

**Magic Item Creation Modifier:** Single-use ×2

## NONESUCH SPELL

Transmutation

**Level:** 6 (Exotic)

**Casting Time:** 1 round

**Range:** Personal

**Area:** 50-foot radius

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes

You specify a spell that you can cast of 4th level or lower; for the duration, no one may cast that spell successfully in the area. Casters outside the area can still cast the spell normally, but all within the area remain immune to its effects. The effect is suppressed if it is

brought within the *nonesuch spell*'s area. For example, if a magister casts *nonesuch spell* and specifies *charm*, no one may cast *charm* within 50 feet of her, no creature within 50 feet of the magister can be affected by *charm*, and any creature already under the compulsion of *charm* coming within 50 feet of the magister can ignore the effects while remaining in the area. You may only have one *nonesuch spell* cast at any time.

**Diminished Effects:** The specified spell must be of 2nd level or lower.

**Heightened Effects:** The specified spell can be of 6th level or lower.

**Magic Item Creation Modifier:** Single-use ×2

## OATHCHORD

Enchantment [Mind-Affecting, Sonic]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One willing creature/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You magically seal an agreement between two or more creatures. Each affected creature must be willing and must state an oath of up to 25 words. The oath must present some task that the creature will or will not do. For example, "I shall go to the top of Mount Herrosh by the end of the year," or "I will never harm another rhodin again." Hard-to-adjudicate oaths such as, "I will do my utmost to make sure that no one harms Steward Farstad," are risky, because it is ultimately up to the DM to decide if a character has fulfilled an oath or not (in the example, a PC might feel he did his utmost, but the DM might not).

A character who takes an oath and breaks it loses a level. This level is unrecoverable except by earning experience, as if the character had died and returned to life via a *lesser raise the dead* spell. *Restoration* spells do not restore the lost level.

Characters use this spell to seal pacts and agreements.

Usually, one creature offers to undergo the effects of the spell if another will do so as well, making an oath that the other desires. For example, two lords might make oaths not to attack each other's lands, or a chorrim general might swear an oath to leave the inhabitants of a town alone if the adventurers who bested it swear to leave it alone as well.

The *oathchord* does not take effect until all the subjects have sworn their oaths to the satisfaction of all the other subjects. This means one subject cannot back out or change his oath and still expect the magic to affect the others. In such a case, the spell fails and is wasted.

**Diminished Effects:** Anyone breaking the oath is sickened and loses 2 points of temporary Constitution rather than a level.

**Heightened Effects:** If all oaths are fulfilled, all involved creatures (including the caster) gain a +1 morale bonus to attacks, saves, and checks for one week.

## ONE STEP BEYOND

Abjuration [Psionic]

**Level:** 9 (Exotic)

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** One creature per level

**Duration:** One day/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The targets protected by this abjuration remain completely immune to divination spells of any level. Anyone attempting to use a divination against the target must succeed at a caster power check equal to 15 + level of the caster of this spell. This spell provides protection against scrying and mind-reading attempts of any kind.

**Diminished Effects:** The spell affects one creature for 24 hours.

**Magic Item Creation Modifiers:** Single-use ×3, spell-completion ×3

## OVERCOME FORCE

Abjuration

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes

This spell protects a creature from damage by force effects, such as *force-beam*, in a manner similar to *protection from energy*.

When the spell absorbs 12 points per caster level of force damage, *overcome force* ends. The spell also provides the creature touched with a special ability. The creature can move through a *greater or lesser eldritch wall* once, ignoring it as if it were not there. If the creature uses this ability, the spell ends immediately afterward. *Overcome force* does not grant the creature the ability to make attacks through an *eldritch wall*, only to move through it.

**Diminished Effects:** The duration is one minute/level, and the protection covers only 6 points of damage/level.

**Heightened Effects:** The spell provides 20 points of protection/level.

**Magic Item Creation Modifier:** Single-use ×2

### PATTERN OF SIBYLLIC FATE

Divination [Truename]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Targets:** One creature/2 levels

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You learn the basic fortune of a creature, as a symbol appears over its head that only you can see. If you see a glowing halo, you know that the person has general good (or at least average) fortune ahead and likely will live out a fairly normal lifespan (the creature will not die in the next few months at minimum). If you see a death's head symbol, you know the person has some hideous fortune ahead or soon will die. If you see a shifting orb of multicolored light, you know that the creature is in a state of flux; it is impossible to determine the pattern of fate at this time.

There is a chance of 70 percent + 1 percent per caster level that you will see a pattern; you never see an incorrect pattern with this spell, but you might see nothing. You can only try to view a creature's fate pattern once per casting of the spell. Casting this spell on a character who frequently heads into danger but is fairly capable (like an adventurer) likely generates a flux result each time. You can never view your own *pattern of sibyllic fate*.

**Note:** *Arcana Unearthed*'s theme of choice over destiny may make this spell unsuitable for some campaigns.

**Diminished Effects:** The spell has only a 50 percent chance to reveal a pattern.

**Heightened Effects:** The spell always reveals a pattern.

**Magic Item Creation Modifier:** Constant ×4

### PEACEFUL WEAPON

Evocation [Force]

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One weapon

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You surround a normal weapon (not a natural weapon) with a field of magical energy that makes it impossible for the weapon to inflict damage in any direct way. No matter who uses the weapon, or how it is used, it cannot hurt anyone or anything. Even dropping it from a great height or causing someone to fall upon it inflicts no damage. The weapon cannot hurt objects, thus a blade cannot sever a rope or fell a tree. It can't even dig into the ground or be used to push an object.

**Diminished Effects:** The weapon may be used to attack, but it deals only half damage.

**Heightened Effects:** The spell's target becomes all weapons carried by a single creature, though it never applies to natural weapons such as claws and fangs.

### PEER INTO THE FUTURE

Divination [Psionic]

**Level:** 5 (Exotic)

**Casting Time:** One hour

**Range:** Personal

**Target:** You

**Duration:** One minute/level

Casting this spell shows you what you will be doing at some point in the future. The future time viewed is no sooner than one week from the time of casting and no later than one week plus two days per caster level from the time of casting. So a 12th-level caster could see a period of time anywhere between seven days and 31 days in the future. The exact point in time is up to the DM.

For the duration of the spell, you see through your own eyes in that future time, although you have no control over your future self's actions. The events you see are based on the possibilities available before you cast *peer into the future*. The knowledge you gain in this spell may change what the future brings.

The spell has enough power to ensure that the future period viewed is one of some importance to you. You will not, for example, view a period while you are asleep, eating a simple meal, or the like. You will view a battle, an important conversation or confrontation, or similar moment. The DM, however, remains in full control of the particulars.

**Diminished Effects:** The spell has a chance of functioning equal to 50 percent + 1 percent per caster level.

**Heightened Effects:** There is no limit to the distance into the future you can see (but it is still random).

**Magic Item Creation Modifiers:** Constant ×2, single-use ×3

### PHANTOM FOIL

Illusion (Phantasm)

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Effect:** One programmed illusion/level

**Duration:** 10 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell prepares and stores within you special programmed phantasms geared to protect you when you find yourself caught unprepared. When a foe attempts to make a sneak attack against you, or when anyone makes an attack against you while you are flat-footed (even a spell cast with you as the target), a phantasm appears to distract the foe.

The phantasm is a disturbing image designed to momentarily surprise, confuse, or otherwise distract the attacker. It could be an image of a wounded friend, a terrible monster, a blast of fire, or anything else (the specifics are determined by the attacker's subconscious, not the caster). It appears immediately in front of the attacker. As the phantasm interacts with the attacker directly, the attacker must make an immediate Will saving throw. If successful, the attack against you proceeds normally. If not successful, the attack is prevented. The spell creates one programmed phantasm per level.

**Diminished Effects:** The spell creates one phantasm/two levels.

**Heightened Effects:** The duration becomes one hour/level.

**Magic Item Creation Modifier:** Single-use ×2

## PIERCE

Evocation [Force]

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

The *pierce* spell allows you to hurl a bolt of force energy that has two effects. You make a single attack roll when casting *pierce*, and if you succeed at a ranged touch attack, you automatically destroy (dispel) any defensive spell of 2nd level or below with the force descriptor. It even sup-

presses *bracers of armor* for 1d4 rounds. If your attack roll also succeeds in hitting the target with a normal ranged attack (discounting any Armor Class bonus from a force effect or *bracers of armor*) you inflict 1d8 points of damage per two caster levels (maximum 5d8).

**Diminished Effects:** The spell only dispels defensive spells, it does not inflict damage.

**Heightened Effects:** The spell dispels any defensive spell with the force descriptor of 3rd level and below and inflicts 1d6 points of damage/level (maximum 10d6),

**Magic Item Creation Modifier:** Single-use ×2

## PLAY THE FOOL

Abjuration [Mind-Affecting, Psionic]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature/level

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

The target fools someone who cast a spell upon her—if she makes her saving throw, the caster instead believes she failed it. Thus, she could convince an opposing spellcaster attempting to charm her that the spell succeeded, or that an answer she gives to a *lesser* or *greater compelling question* is the truth when it is a lie.

**Diminished Effects:** The spell affects one target only.

**Heightened Effects:** The spell creates an illusion of the target that makes it appear to the caster of a damage-inflicting spell that the attack slew the target when in fact the target made her saving throw.

## PLUNGE DEEP TO THE CORE

Transmutation

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One weapon

**Duration:** One hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

A weapon affected by this spell bypasses damage reduction. *Plunge deep to the core* allows a weapon to ignore +1 DR for every five caster levels (maximum +4 DR). Thus, a 10th-level caster allows a weapon to ignore all damage reduction of +2 or less. This spell does not reduce damage reduction. A weapon that ignores +3 DR or less gains no special benefit if striking a creature with +4 DR. This spell does not stack with weapon bonuses.

**Diminished Effects:** Duration becomes 1 round/level.

**Heightened Effects:** The spell affects one weapon/three levels.

## POWER CRAFT

Transmutation

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** See text

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You provide a source of locomotion for a cart, wagon, boat, or ship. The vehicle can be no larger than 10 feet long plus 2 feet per level (a 5th-level sorcerer can power a 20-foot-long vessel). The vehicle can move at any speed up to its normal maximum speed as if it had a natural source of locomotion. Thus, a carriage could be made to move without a horse pulling it, up to the speed it could normally attain with a horse to pull it. Likewise, a sailing ship moves as if powered by a favorable wind. Prevailing conditions—wind, inclines, and so on—affect movement normally. Thus, this spell cannot move a sailing ship against a gale-force wind.

**Diminished Effects:** Duration becomes 1 round/level.

**Heightened Effects:** Duration is 24 hours.

## PRECOGNITIVE FLASHES

Divination [Psionic]

**Level:** 4 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One minute/level

Similar to the effect of *true strike*, you gain flashes of insight into your immediate future. For the duration you gain a +1 insight bonus to attack rolls, Armor Class, and Reflex saving throws.

**Diminished Effects:** The bonus gained applies only to attack rolls.

**Heightened Effects:** The insight bonus becomes +2.

**Magic Item Creation Modifier:** Constant ×4

## PRETUR AR NUADE

(HOARD WARD)

Transmutation [Teleportation]

**Level:** 8 (Exotic)

**Casting Time:** 10 minutes

**Range:** Touch

**Area:** One 10-foot cube/level (S)

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You create a powerful protective ward throughout an area. If anyone enters the ward other than you or those you name at the time of casting, this spell teleports the intruders to a specific location designated at the time of casting, with none of their equipment. The equipment remains in the ward, although intelligent magic items are immune and do travel with the wielder, if they so choose.

**Diminished Effects:** Only the first intruder is teleported.

**Heightened Effects:** The teleported intruders can be teleported into confining situations (such as manacles) or even into different clothing.

**Magic Item Creation Modifiers:** Single-use ×3, spell-completion ×2

## PRIVATE CONVERSATION

Transmutation

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Two creatures plus one creature/three levels

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

The targets can converse without anyone overhearing what they are saying. Characters who can read lips might still be able to determine what is said, but no Listen check can possibly allow one to overhear the conversation. While under the effect of this spell, a character can speak to someone not affected by this spell, but anyone can hear that conversation normally. Only when an affected character speaks to another affected character does the conversation remain private.

**Diminished Effects:** The spell only affects you and one other creature.

**Heightened Effects:** Even the ability to read lips cannot reveal what the targets are saying.

## PROFICIENCY

Transmutation

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** No





You gain proficiency with a single weapon that you hold in your hand at the time of casting. This spell gives you no special bonus with the weapon, but you do not suffer the nonproficiency penalty while using it.

**Diminished Effects:** N/A

**Heightened Effects:** You gain a +1 enhancement bonus to attack rolls with the weapon.

**Magic Item Creation Modifier:** Constant  $\times 2$

## PROHIBIT KIND

Transmutation

**Level:** 7 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** 30-foot-radius spread

**Duration:** 1 round/2 levels

**Saving Throw:** None

**Spell Resistance:** Yes

Developed by particularly haughty verrik long ago (but usable by all races), this strange spell allows you to select a specific race or humanoid subtype, such as human, sibecai, mojh, or goblinoid, or in the case of non-humanoids, a type, such as dragon, giant, or fey. Within the bounds of the spell, only creatures of the specified race or type can take actions. All other creatures remain frozen within an energy field—held in a stasis that does not allow them to be harmed or affected in any way.

**Diminished Effects:** You can choose one kind of creature to be frozen and in stasis, and all others are able to act normally.

**Heightened Effects:** The spell is not dependent on creature type. You can pick and choose who is affected and who is not.

**Magic Item Creation Modifiers:** Constant  $\times 2$ , charged  $\times 2$ , single-use  $\times 3$ , spell-completion  $\times 2$

## PROPHETIC WARNING

Divination [Mind-Affecting, Truename]

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

**Duration:** One hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You look into the future and implant in the subject's subconscious (or your own mind) a thought of a specific danger that lies ahead. At one point while the spell remains active, the subject can choose to make a single attack roll made against him fail or can choose to succeed at a single saving throw. This decision must be made before any dice are rolled: The subject sees the warning in his or her conscious mind at the moment of danger.

For example, a totem warrior who has been given a *prophetic warning* meets a slassan. The slassan attacks with a *sorcerous blast*, and the totem warrior's player must make a saving throw. He can choose—before attempting the saving throw—to succeed automatically at this save, ending the spell. Or, he can wait and roll the save normally, so that he can make an attack of the slassan's miss on a subsequent round. The warning came to him when he first met the slassan. Either way, once the totem warrior enjoys the benefit of the warning, he cannot call on the spell's effect again.

This spell cannot be cast on a single creature more than once in a 24-hour period.

**Diminished Effects:** The spell's duration becomes 1 round/level.

**Heightened Effects:** The spell provides two *prophetic warnings* (it can be used twice during the duration).

**Magic Item Creation Modifier:** Constant N/A

## PROROGATE DEATH

Necromancy

**Level:** 6 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One living creature

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

With this spell active, the subject does not fall unconscious when his hit points reach his negative Constitution modifier. Nor does he die upon reaching his negative Constitution score in

hit points. Instead, during this time he can continue to take actions as normal (although he continues to lose 1 hp per round and has no chance to stabilize without a successful Heal check). At a hit point total equal to his negative Constitution score, the subject may take only a move action or a standard action each round (but not both) and can live only another round for every two of the caster's levels. After reaching a hit point total equal to his negative Constitution score, even as the spell keeps him alive, a Heal check cannot save him—only magical healing can.

**Diminished Effects:** The target can take normal actions when he should be disabled or unconscious, but the spell has no other effects.

**Heightened Effects:** The target does not lose 1 hp/round when he is in his unconscious range.

**Magic Item Creation Modifiers:** Constant  $\times 5$ , single-use  $\times 2$

## QUICK BOOST

Transmutation [Positive Energy]

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 1d4 rounds (D)

**Saving Throw:** None

**Spell Resistance:** Yes

Calling up a short-lived but intense burst of positive energy, you bestow a +2 enhancement bonus to the Strength, Constitution, or Dexterity score of one creature.

**Heightened Effects:** The enhancement bonus is +4.

**Magic Item Creation Modifier:** Constant N/A

## QUINTELEMENTAL BLAST

Evocation [Varies]

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A blast of quintelemental energy shoots from your fingertips in a cone,

inflicting 1d6 points of damage per level (maximum 12d6). This energy affects creatures as the energy type to which they are most vulnerable, if applicable. Thus, the spell affects a creature with fire resistance 30 as if it were an energy type other than fire. Creatures with a vulnerability to an energy type—cold creatures that suffer double damage from fire, for instance—suffer as if exposed to their vulnerability. Even if a creature has both protection and a vulnerability to one energy type, this spell bypasses the protection and still affects the vulnerability. So if a magister cast *protection from energy (fire)* on a frost worm, *quintelemental blast* would ignore the protection spell and inflict double damage on the frost worm. Creatures with resistance or immunity to all elements have appropriate protection from the damage this spell inflicts.

**Diminished Effects:** The spell inflicts 1d4 points of damage/level (maximum 15d4).

**Heightened Effects:** The spell inflicts 1d8 points of damage/level (maximum 15d8).

#### RECALL TALE

Divination [Sonic]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

Using magic to part the veils of reality, you conjure up knowledge of a story involving the spell's focus. For instance, if you concentrate on a specific magic item while you cast *recall tale*, you gain a story regarding its creation or history—something that might reveal or hint at its power. If you focus on a person, a tale from his or her past comes to you.

You cannot ask specific questions, and a focused subject must be general: an object, a person, or a location. The tale has a 50 percent chance of being relevant to the concerns at hand. If you are touching the focus when you cast the spell, the chance increases to

75 percent. Relevancy depends on the specific circumstances. If you are trying to determine a magic item's powers, then a relevant tale involves its use or creator's intent. If you are trying to discern the location of a person, a relevant tale might involve something that happened to the character very recently.

DMs should note that they have free rein with the tale that they provide. Even a relevant tale does not have to give away everything. A character trying to discover the current location of someone hiding in a village by the sea might only learn a tale of the person's encounter with a vendor on the street who mentions fresh seafood, just off the boat.

You can cast this spell only once per day on a given focus.

**Diminished Effects:** The tale has only a 25 percent chance of being relevant, 50 percent if you are touching the focus.

**Heightened Effects:** The tale has a 75 percent chance of being relevant, 100 percent if you are touching the focus.

#### RECENT OCCUPANT

Divination

**Level:** 0 (Complex)

**Casting Time:** Standard action

**Range:** 20 feet

**Area:** 20-foot radius centered on you

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You learn the name and race of the last creature with Intelligence 3 or higher who occupied the area for at least 1 round. You also learn how long ago this creature occupied it. This spell proves very useful for tracking (or avoiding) foes.

**Heightened Effects:** You learn the details of a number of most recent occupants equal to your level.

#### REDEMPTION FROM

##### EVIL POWER

Transmutation

**Level:** 7 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One negative energy spell

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You undo the effects of a spell of 7th level or below with the negative energy descriptor cast within 1 round. The target spell's effect must be within range (its caster does not). You must make a caster power check (opposed by the other caster) to succeed.

This spell does not actually turn back time. The target spell's caster has still lost the spell slot. Everyone involved remembers the spell being cast and its effects.

**Diminished Effects:** The spell can undo the effects of a spell of 3rd level or lower.

**Heightened Effects:** The spell can undo the effects of any spell.

#### REDEMPTIVE REDRESS

Transmutation

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You compensate after the fact for the effects of any ongoing detrimental spell. If a character is affected by a spell that makes her suffer a –1 morale penalty on attacks and saves against fear, then *redemptive redress* grants a +1 morale bonus to attacks and saves against fear. If a curse causes a character to suffer a –6 penalty to Strength, this spell grants a +6 bonus to Strength. *Redemptive redress* affects only targets affected by spells with a noninstantaneous duration. This spell does not heal wounds (or compensate for them), although it will grant bonuses to ability scores to compensate for very temporary effective losses.

**Diminished Effects:** This spell can compensate for only one spell that confers a penalty –2 or less.

**Heightened Effects:** This spell compensates for any spells cast upon its target during its duration.

**Magic Item Creation Modifier:** Constant ×8

**RESIST SCRYING**

Abjuration

**Level:** 1 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** One living creature**Duration:** One hour/level (D)**Saving Throw:** None**Spell Resistance:** No

You add +10 to the Difficulty Class of anyone attempting to scribe the target by any means (spell or device).

The effects of this spell stack with *static veil*.

**Diminished Effects:** The target gains a +2 resistance bonus to saves against scrying.

**Heightened Effects:** The target gains a +10 bonus to saves against scrying.

**Magic Item Creation Modifier:** Constant ×3

**RESIST TOUCH**

Abjuration

**Level:** 1 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/2 levels)**Target:** One creature**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

A subject you designate gains a +2 luck bonus + 1 for every three caster levels (maximum +8) to her touch Armor Class (note that this bonus cannot make the subject's touch Armor Class higher than her normal Armor Class). This spell simply bends fate to make the subject harder to touch.

**Diminished Effects:** The spell confers only a +2 luck bonus to touch Armor Class.

**Heightened Effects:** The spell confers a base +5 luck bonus with an addition +1 bonus per two caster levels.

**Magic Item Creation Modifier:** Constant ×8

**ROBE OF REFLECTION**

Conjuration (Summoning)

**Level:** 4 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** One creature**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** Yes

You create a robelike aura of energy around a single subject, then specify one energy type (acid, cold, electricity, fire, or sonic). The wearer ignores any damage suffered from that energy type, from any source, whether a targeted or area effect. The wearer can, in fact, choose to redirect the damage to any target within 100 feet. Thus, if you wear a *robe of reflection (fire)* and walk through a wall of fire, you suffer no damage and can inflict the wall's damage on anyone within 100 feet of you. The damage reflected can equal no more than 3 hp per caster level. You need not reflect the damage if you choose not to.

**Diminished Effects:** The wearer suffers half damage from the chosen element or energy type, and the reflected target suffers the other half.

**Heightened Effects:** Damage reflected can be up to 6 points/caster level.

**Magic Item Creation Modifier:** Constant ×5

**ROGUE'S STAB**

Transmutation

**Level:** 1 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One creature**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** Yes

The target gains the ability to make sneak attacks as an unfettered against opponents denied their Dexterity bonus or those that are flanked. The target inflicts +1d6 points of damage with such an attack. If the target can make sneak attacks already, the damage she inflicts with her sneak attacks increases by +1d6.

**Diminished Effects:** Duration becomes 1 round.

**Heightened Effects:** The target also gains a +4 competence bonus to Sneak.

**Magic Item Creation Modifier:** Constant ×4

**SAFE SEARCH**

Abjuration

**Level:** 1 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** Yes

You can thoroughly search an object or area (within the limits of the spell's duration) without fear of personal harm. While searching an area slowly and carefully, you will not set off traps, although other actions—such as stepping on a pressure plate—may still activate one. Neither will you unleash curses or contract a disease when you perform a search, even of dangerous, trapped, or hazardous substances. However, this spell does not influence whether characters find what they're searching for—they still must succeed at a Search check.

**Diminished Effects:** Duration becomes 1 round.

**Heightened Effects:** You also gain a +4 competence bonus to Search.

**Magic Item Creation Modifier:** Constant ×4

**SAMPLE**

Abjuration

**Level:** 0 (Complex)**Casting Time:** 1 round**Range:** Touch**Target:** 1 ounce of a liquid or solid**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

You gather a small bit of some hazardous or potentially hazardous substance and magically place it within a crystal flask—casting the spell transports the sample into the flask instantly. *Sample* protects you from harm in the process. You don't even have to physically touch the substance. This spell allows you to safely handle and store, for instance, poison from a slassan venom sac, a small amount of acid found in an ancient vat, or a tiny piece of a disease-ridden robe.

**Heightened Effects:** You gather 1 ounce/level.

### SCRY BLAST

Evocation [Force]

**Level:** 6 (Exotic)

**Casting Time:** Standard action

**Range:** See text

**Target:** One creature being scried

**Duration:** Instantaneous

**Saving Throw:** Reflex negates  
(see text)

**Spell Resistance:** Yes

Once you have successfully found a subject with a *scrying* spell or device such as a *crystal ball*, this spell allows you to channel a blast of destructive energy through the scry sensor at the subject. The energy inflicts 1d4 points of damage per two caster levels (maximum 10d4). Because this spell allows you to hurl damage upon a foe from great range without putting yourself at risk, many covet and fear it. However, the truth is, this spell does involve a risk to yourself. If the target makes a successful saving throw, the energy rebounds back through the scry link and strikes you (you may attempt a Reflex saving throw to negate the attack).

In any event, a *scry blast* ends a *scrying* attempt. You must cast a new *scrying* spell to scry the target again, or use your *crystal ball* once more.

**Diminished Effects:** The spell ends the scrying but inflicts no damage.

**Heightened Effects:** The spell inflicts 1d6 points of force damage/two levels (maximum 10d6).

**Magic Item Creation Modifier:**  
Single-use ×2

### SCRY RETALIATION

Evocation [Force]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** See text

**Target:** A creature scrying you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

If you become aware that you are being scried, either through a check or a *detect scrying* spell, you channel a blast of destructive energy at the scrier. The energy inflicts 1d6 points of damage per caster level (10d6 maximum). This

spell does not provide any information about the scrier. The damage harms only the scrier, and not the means of scrying (a mirror or *crystal ball*). It does not disrupt the scrying attempt unless, of course, the scrier is killed or knocked unconscious.

Alternatively, rather than channeling a blast of destructive energy, you can channel a single-target spell effect of 3rd level or lower at the scrier. Spells requiring touch or an attack roll cannot be channeled. Since you have no knowledge of the scrier, you don't always know if a spell will prove effective. For example, you can channel a *charm* spell, but the scrier might be of a type unaffected by your *charm*. You must have the spell on your list of known spells. After channeling the effect, the spell slot is considered used.

**Diminished Effects:** The spell ends the scrying but inflicts no damage and channels no spell.

**Heightened Effects:** The spell inflicts 1d8 points of force damage/two levels (maximum 10d8).

### SCRY REVERSE

Divination

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** See text

**Target:** Magical sensor

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No (Variant: Yes)

If you become aware that you are being scried, either through a check or a *detect scrying* spell, you immediately begin scrying the scrier as if you had successfully cast *scrying* to find him (no check required). This spell functions even if you know nothing about the scrier, and you can continue to scry him even if he ends his own scry. This reversal does not end the original scry.

**Diminished Effects:** The original scrier still gets a Will save to resist your scrying attempt.

**Heightened Effects:** In addition to scrying the scrier, the spell immediately cancels the original scry.

### SCRYTALK

Divination

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** See text

**Target:** Magical sensor

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Once you have successfully found a subject with a *scrying* spell or device such as a *crystal ball*, this spell allows you to set up a direct verbal communication with that subject, using the magical sensor created by the spell or device as an audio conduit. For the duration, you hear everything the subject says, and the subject hears everything you say.

The spell ends if either the duration runs out or the scrying link is broken.

**Diminished Effects:** The duration is 1 round/level.

**Heightened Effects:** The communication is mental, so you and the scried subject do not need to share a common language. This version of the spell has the psionic descriptor.

### SEEK THE SOULLESS

Necromancy [Positive Energy]

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*Seek the soulless* creates a cone of strange magical energy.

Within its area, living mortal creatures with souls (all creatures other than undead, constructs, plants, or outsiders) find themselves surrounded by a momentary nimbus of light that protects them from the spell's influence. All those not protected suffer 1d6 points of damage per caster level (maximum 10d6). Inanimate objects suffer full damage from this blast of energy. This spell proves useful for fighting undead or other creatures without worrying about harming your friends.

**Diminished Effects:** The spell inflicts 1d4 points of damage/level (maximum 5d4).

**Heightened Effects:** The spell inflicts 1d8 points of damage/level (maximum 10d8).

**Magic Item Creation Modifier:** Single-use ×2

### SHIELD OF LIGHT

Abjuration [Light]

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

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

**Saving Throw:** No and yes

**Spell Resistance:** No and yes

You create a glowing shield of brilliant daylight that you wield as you would a long shield of the appropriate size. The shield provides illumination in a 30-foot radius. If the shield comes into an area of magical darkness, it temporarily negates the darkness, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Creatures that would be adversely affected by a *light of the earth* spell are likewise affected when within 5 feet of you and the *shield of light*. The shield offers a +2 armor bonus and a +1 enhancement bonus to Armor Class for every three caster levels (maximum +5 enhancement bonus, for a total Armor Class bonus of +7). Whether affected by *light of the earth* or not, all undead that attempt a melee attack against you must first make a Will saving throw or cower for the duration of the spell. Even undead that make a successful saving throw suffer a –4 circumstance penalty to attack rolls when attacking you in melee. Undead attacking at range need not make saving throws but do suffer the –4 penalty. This penalty is cumulative with any modifiers based on other ongoing effects.

You cannot both have this spell active and use a normal shield.

**Diminished Effects:** This spell has no effect on undead.

**Heightened Effects:** All creatures must make a Will save, not just undead.

**Magic Item Creation Modifier:** Constant ×2

### SHIELDBREAKER

Transmutation

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One weapon

**Duration:** Until triggered

**Saving Throw:** None

**Spell Resistance:** No

The weapon you cast this spell upon becomes particularly useful against opponents with shields. The wielder ignores armor and enhancement bonuses to a foe's Armor Class gained from a shield. Further, instead of making a normal attack, the weapon's wielder can make a sundering attack against a nonmagical shield that automatically destroys the shield if the attacker wins the opposed roll. (See the rules for attacking objects in Chapter Seven: Playing the Game of *Monte Cook's Arcana Unearthed*.) Shields with a +3 enhancement bonus or the equivalent in magical abilities are immune to this spell. If used against a foe with the mage blade's shimmering shield or the champion's call shield ability active, this weapon immediately dispels the shield.

**Diminished Effects:** Magical shields are immune to the shieldbreaking ability conferred by the spell.

**Heightened Effects:** The wielder can use the shieldbreaking ability once/three caster levels during the duration of the spell.

**Magic Item Creation Modifier:** Constant ×5

### SHRAPNEL GLOBE

Conjuration (Creation)

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** One metal sphere

**Duration:** 2 rounds/level

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You create a small metal sphere that exists for no longer than the duration. At any point during the duration, if you hurl or drop the globe, it detonates, spraying metal shards in all directions within a 20-foot radius. The shrapnel

inflicts 1d6 points of damage per two caster levels, to a maximum of 5d6. Throwing or dropping the sphere where you want requires a standard action, resolved as a grenadelike missile.

You can give the globe to another creature to use, but it requires a standard action to do so.

**Diminished Effects:** The spell inflicts 1d4 points of damage/two levels (maximum 5d4).

**Heightened Effects:** The explosion has an area of a 40-foot radius sphere.

### SILENT SOUND

Evocation [Sonic]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet +5 feet/2 levels)

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You fire from your fingertip a focused beam (i.e., a ray) of sonic energy too shrill to hear. To do so, make a ranged touch attack roll. On a hit, you inflict 1d6 points of sonic damage per level (5d6 maximum).

**Diminished Effects:** The spell inflicts 1d4 points of damage/level (maximum 5d4).

**Heightened Effects:** The spell inflicts 1d8 points of damage/level (maximum 5d8).

### SLAY ILLUSION

Illusion

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** One illusory creature

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

**Saving Throw:** Will negates (if interacted with)

**Spell Resistance:** None

You create an illusion of a horrible creature of Large size that you choose (or design). The illusion has both visual and audible components. This illusion moves at a speed of 40 to the nearest illusion within range, detecting it without possibility of error. Your illusion can charge and double move, but not run, and its movement requires no

action on your part. As soon as it reaches the other illusion, it destroys it in a visual display of illusory obliteration. The remnants of the destroyed illusion fade. The next round, your illusion moves again to the nearest illusion within range and does the same thing, continuing the attacks until the spell ends. If there are no illusions within range, the illusory creature disappears in a blast of illusory fire.

For example, say you cast this spell near an illusion of a vuldrog. You make your illusionary creature a shadow troll. The “troll” moves to the illusion of the vuldrog and tears it apart, the bloody vuldrog bits fading after a moment. The next round, the “troll” moves across the room to an illusory wall (which you did not even know was an illusion) and destroys it, ripping the rocks and mortar apart. The rocks and mortar fade, and, with no other illusions within range, the “troll” disappears.

Like all illusions, interaction with the illusory creature allows other characters a saving throw, although their belief or disbelief in the illusion has no effect on its ability to seek out and destroy other illusions.

**Diminished Effects:** The spell lasts only long enough to destroy one illusion.

**Heightened Effects:** The duration is 10 minutes/level.

**Magic Item Creation Modifier:** Single-use ×2

## SOUL BURST

Necromancy [Negative Energy]

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 20-foot-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You summon a burst of energy that harms all living creatures that have a soul. Thus, inanimate objects suffer no damage, but neither do undead, constructs, plants, or outsiders. Those affected sustain 1d6 points of damage per level (to a maximum of 15d6). This spell was developed by magisters in

charge of defending the citadel of a king against invaders—they did not want to damage their own defenses or the structure itself. *Soul burst* is also favored among necromancers who wish to damage their enemies but not their own undead guardians.

**Diminished Effects:** The spell inflicts 1d4 points of damage/level (maximum 10d4).

**Heightened Effects:** The spell inflicts 1d8 points of damage/level (maximum 15d8).

**Magic Item Creation Modifier:** Single-use ×2

## SPELLTRAP

Abjuration

**Level:** 4 (Exotic)

**Casting Time:** 1 round

**Range:** Touch

**Target:** One gem

**Duration:** Until triggered (and then one minute/level)

**Saving Throw:** None (see below)

**Spell Resistance:** Yes (object)

*Spelltrap* imbues a gem with the power to absorb a spell, then release its energy. The gem becomes invisible and incorporeal and is tied to a specific creature, object, or 10-foot-cube of space, designated by you. If associated with a creature or object, the gem moves when the creature or object moves, remaining always within 1 foot.

The gem stays dormant until someone casts a particular spell (any level), which you specified earlier, on the creature, object, or area. At this time the gem activates, absorbing the spell and becoming visible and tangible.

An active gem no longer moves, even if it had been tied to a moving creature or object. The triggered gem floats right where it is, defying gravity. If anything or anyone touches the gem after it has become active, it explodes, inflicting 2d6 points of damage for each level of the spell it absorbed to all within a 20-foot spread (Reflex save for half damage).

This spell requires use of a gem worth at least 100 gp.

**Diminished Effects:** The gem explodes for 1d6 points of damage/spell level absorbed.

**Heightened Effects:** Once triggered, the duration remains permanent until someone touches the gem.

**Magic Item Creation Modifier:** Single-use ×2

## SPHERE OF DETERIORATION

Transmutation

**Level:** 9 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Targets:** All living creatures within range

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

**Saving Throw:** Fortitude negates (each round)

**Spell Resistance:** Yes (each round)

This potent spell affects only living creatures, causing them to wither and crumble, eventually reducing them to dust. On the first round of the duration, all within the area (except you) suffer 1d6 points of damage. The next round, they suffer 2d6 points of damage. The next round deals 3d6, and so on, to a maximum of 10d6 points of damage each round. Characters are allowed a Fortitude save to resist the damage, but they must attempt a new saving throw each round. A saving throw is required of anyone who spends any amount of time in the range of the spell, so that even a character who entered the area and backed out again on the same action would still need to make a save.

The damage progression always starts at 1d6 points of damage. So even if the spell has been going for 5 rounds, a new target entering into range suffers 1d6 points of damage on his first round, 2d6 the next round, and so on. Exiting and reentering the spell's range, however, restarts the damage the victim was suffering as if he had not left—it does not start over. So, say a character stays in range for 4 rounds, then leaves for 2 rounds. On his first round back in range, he suffers 5d6 points of damage. The spell's effect moves as you do, since it affects everyone in range of you.

**Diminished Effects:** The range is only 20 feet.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

**SPINE TENDRIL**

Transmutation

**Level:** 5 (Exotic)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 1 round/level

This gruesome spell (see illustration on next page) causes your own spine to lengthen considerably, thrusting up from the base of your skull to become a prehensile weapon (or limblike tendril) under your control. Each round, in addition to whatever actions you would normally make, the *spine tendril* can make either an “unarmed” disarm or grapple attack with a reach of 10 feet, neither of which draws an attack of opportunity. It is treated as Medium and has an attack bonus of 10 plus your caster level. Its Strength score is

your Strength +5. While grappling, once it achieves a hold, the *spine tendril* can inflict 1d6 points of damage plus its Strength modifier, if any.

**Diminished Effects:** The *spine tendril* cannot inflict damage.

**Heightened Effects:** In addition to grapple and disarm attempts, the tendril can make slam attacks that inflict 2d6 points of damage (plus its Strength modifier, if any).

**Magic Item Creation Modifier:** Constant ×3

**SQUAMOUS PULSE**

Transmutation

**Level:** 9 (Exotic)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)

**Area:** All creatures with natural armor within a 50-foot burst

**Duration:** Instantaneous**Saving Throw:** Fortitude half (see text)**Spell Resistance:** Yes

The bane of scaly beasts everywhere, this strange spell turns a creature's natural armor against it—in fact, it causes the creature's hide to burst and hemorrhage. First, *squamous pulse* halves the subject's natural armor for 3d6 rounds following the casting. In addition, for every point of a creature's natural armor, it suffers 1d6 points of damage. So, a creature with a +21 natural armor bonus finds its Armor Class reduced by 10 for 3d6 rounds and suffers 21d6 points of damage.

**Diminished Effects:** The spell affects only one target.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2





### STATIC VEIL

Abjuration

**Level:** 2 (Complex)

**Casting Time:** 10 minutes

**Range:** 0 feet

**Area:** One 10-foot cube/level

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** No

You create an area that resists scrying. Anyone within the protected area receives a +1 bonus per caster level on the Will saving throw to resist scrying attempts, thanks to this spell.

**Diminished Effects:** The duration is one minute/level.

**Heightened Effects:** The duration becomes one day/level.

**Magic Item Creation Modifier:** Constant ×2

### STUN ITEM

Enchantment (Compulsion)

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One intelligent item

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You stun an intelligent item, preventing it from taking any actions or allowing another to use its powers. A magic sword is still a sword, however, and can be used as such.

**Diminished Effects:** Duration is 1 round.

**Heightened Effects:** The spell can affect one item/three caster levels.

**Magic Item Creation Modifier:** Single-use ×2

### SUDDEN WAVE

Conjuration (Creation) [Water]

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet +10 feet/level)

**Effect:** A wave of water 20 feet high, 20 feet wide, and 3 feet thick

**Duration:** 1 round/2 levels

**Saving Throw:** Reflex half

**Spell Resistance:** No

You summon a tall wave of sea water that immediately moves away from you along the ground at a speed of 50 feet (so it moves 100 feet in a given round). If part of the wave strikes a secured object that it does not destroy, that portion of the wave falls away harmlessly. In other words, the wave conforms to the shape of its surroundings.

For example, if the wave moves across a room toward a corridor 10 feet wide and tall, it becomes a wave 10 feet wide and tall, retaining its 3-foot thickness. (Its remaining mass splashes to the ground and flows away wherever that much water would normally go in the particular situation.) If the entire wave crashes into a solid barrier it cannot move or destroy (like a wall), the water splashes to the ground and the wave stops.

The wave leaves a light trail of sea water wherever it goes. A hole or fissure in the ground deeper than 20 feet causes the part of the wave that moves over it to collapse. A wave created in an area smaller than its normal size conforms immediately to the size allowed. So a wave cast in a 10-foot-wide corridor is never wider than 10 feet. Casting the spell in an area narrower than 10 feet in either height or width causes the spell to fail.

The wave deals 10d6 points of damage to anything it strikes as it moves. Creatures of Large size or smaller that are struck and fail their Reflex saving throws must also make Strength checks (DC 20) or be swept along with the wave. Each round, those swept up in the wave can attempt Swim checks (DC 20) to break free. Unattended, unsecured objects of Large size or smaller automatically get swept along. Creatures carried along suffer no further damage unless the wave strikes a barrier. If a portion of the wave strikes such an object—something it cannot destroy or sweep along—while it is carrying one or more creatures, they each suffer 5d6 points of damage from the impact (Reflex save for half). In addition, they have a 50 percent chance of being knocked



out of the wave. If the entire wave strikes a barrier, all within the wave suffer 5d6 points of damage (no save). Given enough room, in the right circumstances, *sudden wave* can leave a swath of destruction unlike most other spells.

If the wave suffers at least 40 points of cold damage in 1 round, it freezes solid, becoming a wall of ice with the sudden wave's dimensions. Any creatures inside it at that time are ejected. Otherwise, only spells that can stop it (such as a *wall of iron*) or completely destroy it (like *disintegration*) have any effect. Physical attacks of any kind accomplish nothing. Fire elemental creatures suffer double damage from this spell. The wave douses nonmagical flames that are smaller than it.

**Diminished Effects:** The wave inflicts 5d6 points of damage to anything it strikes.

**Heightened Effects:** Strength and Swim checks involved with the wave have DC 25.

**Magic Item Creation Modifier:** Single-use ×2

### SUNFIRE TOMB

Transmutation [Light, Truename]

**Level:** 9 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You transfer a target, body and soul, into the sun, where he remains (with all of his equipment), held entombed in stasis forever. For the subject, time ceases to flow and he grows no older. His bodily functions virtually cease, and no force or effect can harm him. He is, however, painfully aware of the heat and light around him—those sensations are all he experiences while entombed in the sun. The subject remains there until you return to the locale where you originally cast *sunfire tomb* and free him as a standard action, whereupon

the subject reappears in that locale.

The *sunfire tomb* spell functions only if the target's truename and some facts about his life are known.

This spell is often used against creatures that hate the light of day as a fitting punishment for their misdeeds.

**Diminished Effects:** The creature is imprisoned for one day/level.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

### SUPPRESS LESSER

Enchantment (Compulsion)

[Mind-Affecting]

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One spellcaster of a level lower than yours

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You cast this spell on another, lesser spellcaster (not just a creature with spell-like abilities) to keep her from casting spells. The affected target cannot cast spells or use spell-completion or spell-trigger magic items. She can use other magic items or spell-like abilities.

**Diminished Effects:** The target must be at least half your level.

**Heightened Effects:** This spell can affect a creature with spell-like abilities whose Hit Dice total is less than yours.

**Magic Item Creation Modifier:** Single-use ×2

### SUSAR'S DEATH

Transmutation [Fire]

**Level:** 6 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One living creature (see text)

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

Susar created this spell as a means of taking down a powerful enemy quickly. It transforms the blood of a living creature (one that has blood) to

molten lead. If the target creature fails its saving throw and has no immunity to fire and heat, it dies immediately. If the creature fails its save but does have immunity to fire and heat, it dies in 1d4 agonizing rounds; a *greater battle healing* spell cast during this time saves the creature's life. Creatures successful in their saving throws but not immune to fire and heat suffer 4d6 points of fire damage from the partial transformation.

**Diminished Effects:** The target does not die automatically but suffers 12d6 points of fire damage.

**Heightened Effects:** This spell turns any internal components to molten lead, so it can affect a creature that does not have blood, or even a non-living creature.

**Magic Item Creation Modifier:** Single-use ×2

### TELEPORT BLOCK

Abjuration

**Level:** 5 (Complex)

**Casting Time:** 1 round

**Range:** 0 feet

**Area:** Three 10-foot cubes/level

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** No

You create an area in which no teleportation spell will work, either coming in or going out.

**Diminished Effects:** The area is only one 10-foot cube/level.

**Heightened Effects:** If you are present, you can intentionally allow a teleportation spell you are aware of to function normally, as a free action.

### TELEPORT COORDINATES

#### TRANSFER

Divination [Psionic]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

If you know a location well, you can communicate information about it mentally to someone else with enough accuracy and detail to allow the other person to teleport to the area as if personally familiar with the location. Alternatively, if you learn of a location through a spell like *teleport tracer* or an akashic's delve into collective memory ability, you can use this spell to teleport there as if you were very familiar with the location.

In no way does this spell provide the actual means of teleportation. You provide your own mode of teleport.

**Diminished Effects:** N/A

**Heightened Effects:** You can absorb the coordinates from someone else's (willing) mind and use them yourself.

### TELEPORT REDIRECT

Evocation [Teleportation]

**Level:** 5 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** 20-foot-diameter sphere

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** Yes

If any teleportation spell is cast within the radius of this spell, or if the area of the spell is the target of a teleportation spell, the destination of the teleport spell is redirected to a location you chose when you cast *teleport redirect*. For example, you cast *teleport redirect* in a steward's council chamber with a prison cell as its destination. Now, if a hamatula in the throne room attempts to use its teleport ability, it ends up in the cell.

**Diminished Effects:** Only outgoing teleportation spells are affected. The caster can make a Will saving throw to resist the effect.

**Heightened Effects:** Teleporters who fail a Will saving throw arrive at the predesignated location in an unconscious state that lasts for 1d6 rounds.

### TELEPORT TRACER

Divination [Psionic]

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One teleportation spell

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You immediately know the destination of the most recent teleportation spell cast within the range. You know the location well enough to teleport to it immediately with no chance of error, although this spell confers no ability to teleport.

**Diminished Effects:** The teleport spell must have been cast within 1 round of the casting of this spell.

**Heightened Effects:** You immediately follow the teleport traced (this spell teleports you with no chance for error).

### TEMPORAL VENOM

Conjuration (Creation)

**Level:** 3 (Exotic)

**Casting Time:** One minute

**Range:** Touch

**Effect:** One dose of venom/level

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You create a number of drops of a magical "poison" that you can deliver by a touch attack or put on a weapon for use against a struck foe. Rounds the venom spends on a weapon or your hand count against the total duration. Unlike true poisons, there is no secondary effect a minute later, but creatures immune or with special resistances to poison gain no benefit against this spell. Those afflicted with *temporal venom* find their ability to interface with time damaged. Their movements become erratic, and they almost seem to flicker or stutter in and out of reality. At the beginning of each round, roll on the following table to determine the effects on the victim:

#### 1d20 Effect

- |     |   |
|-----|---|
| 1-4 | Victim "flickers" in time and gets no action this round. She is unaware of time passing.                      |
| 5-8 | Victim "blinks" to a random spot within a single move for that character (a spot she could physically reach), |

although she retains no memory of moving there (nor does anyone else).

- |       |   |
|-------|---|
| 9-10  | Victim moves slowly, getting only a standard or move action this round (but not both).  |
| 11-12 | Victim can act normally but can sense nothing around her this round. She becomes effectively blind and deaf, with no sense of smell or touch.                         |
| 13-14 | Victim appears disoriented as she stutters and strobos through reality for a round. She suffers a -4 circumstance penalty to attack rolls, saving throws, and checks. |
| 15-18 | No effect. Victim can act normally for 1 round.   |
| 19-20 | Victim speeds up in time, getting an extra standard or move action this round (but not both).   |

Loresong faen magisters created this spell centuries ago. It is said to tie into the time-related (or time-resistant) properties of the stars themselves.

**Diminished Effects:** The spell creates only one dose of the venom.

**Heightened Effects:** You can choose to add +5 or subtract -5 from the roll to determine the effect (with 1 being the lowest result and 20 being the highest) when you attempt to poison a creature.

#### Magic Item Creation Modifiers:

Constant X2, single-use X2

### THIEF OF SPELLS

Transmutation

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** One or more spells cast upon another creature

**Duration:** 1 round/level or until used

**Saving Throw:** None (see text)

**Spell Resistance:** Yes

You touch a creature and attempt to take on any or all spell effects currently active upon it. Touching the creature makes you immediately aware of the

highest-level spell active on the target, and you can try to steal it. Make a level check: a d20 roll plus your caster level (maximum +10). The DC for this check is 11 plus the caster level of the spell in question. If you succeed, you steal the spell, ending the spell's effect on the creature, and gaining the effect as if you had the spell cast upon yourself for the remainder of its duration and effect. After a successful theft, or if you did not attempt to steal the spell, you learn of the next highest-level spell affecting the target. You can then decide to steal that one. This continues until you fail in an attempt or you've discovered all the creature's spell effects. You cannot steal more spell levels than a total equal to your own level. The whole process happens in an instant, no matter how many spells you steal.

Since you can choose not to steal a spell, but you do not know how many spells the creature has cast on it, you might identify the spells active upon a creature but accidentally pass on the chance to steal any. For example, if you pass up a chance to steal the first two spells you learn about, but the creature only carries two spells cast upon it, your spell ends and you have stolen nothing.

As an extended example, a 9th-level magister casts *thief of spells* and touches a 10th-level magister. He learns immediately that the highest-level spell active upon the target is *protection from energy*. The magister attempts to steal the spell, and rolls a 14 (14 + 9 = 23). The target cast the spell himself, so the DC is 21. The magister now has *protection from energy* active upon himself, with whatever duration the spell has left (and he keeps the hit point total the spell has already prevented as well). Next, he learns that the target has *flight* cast upon him. The magister is already flying, so he decides not to steal it, knowing that if he fails, the spell ends. The next spell is *lesser ability boost*, which the magister attempts to steal. He rolls a 3, getting a 12 as a result. The spell has DC 21 just like the first one, so he fails to steal it and the *thief of spells* ends.

**Diminished Effects:** You cannot steal more than one spell, and you must attempt to steal a spell once you learn its name.

**Heightened Effects:** You can continue to try to steal spells even if you fail in an attempt.

**Magic Item Creation Modifier:** Single-use ×2

#### THIEF WARD

Abjuration

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Area:** 50-foot-diameter sphere centered on you

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

*Thief ward* creates an area where sounds are magnified, shadows lessened, and details brightened. All Sneak checks made within the area suffer a –10 penalty.

**Diminished Effects:** The Sneak penalty becomes –5.

**Heightened Effects:** The spell's duration is one hour/level, and you can choose to have its area not follow you.

#### THREATENING WEAPON

Evocation [Force]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** A magical weapon of force

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

**Saving Throw:** None

**Spell Resistance:** Yes

A melee weapon made of pure force springs into existence and attacks opponents when they provoke attacks of opportunity, dealing 1d8 points of damage per hit with a critical threat range of 19–20/×2. The weapon takes the shape of any Medium simple or martial weapon you desire. It is visible and takes up a 5-foot-square area, like a Medium creature. It uses your base attack as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures.

The weapon threatens the 5-foot area around it and makes attacks of

opportunity to any within this area that provoke them, even you or your allies. The weapon can make one attack of opportunity per level per round, but otherwise it takes no actions. If in a position where it is flanking an opponent with another combatant, it provides a flanking bonus for the other attacker and gets one itself if it has the opportunity to strike. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell range, if it leaves your sight, or if you are rendered helpless, it returns to you and hovers.

Each round after the first, you can use a standard action to move the weapon's position to threaten a new area anywhere within range. If you do not, the weapon remains where it is. The *threatening weapon* cannot be attacked or damaged. If an attacked creature has SR, check for resistance the first time the *threatening weapon* strikes it. If the creature successfully resists the weapon, it dispels the spell. If not, the weapon retains its normal full effect for the duration.

**Diminished Effects:** Duration becomes 1 round.

**Heightened Effects:** The weapon attacks once/round in addition to making attacks of opportunity.

#### TONGUE OF ANGELS

Transmutation

**Level:** 0 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None (harmless)

**Spell Resistance:** No

You can speak Celestial, allowing you to confer with celestials and celestial beings, as well as give commands to your summoned celestial creatures.

**Heightened Effects:** The spell also grants you a +4 competence bonus to Bluff and Diplomacy checks made in regard to creatures speaking Celestial.

**Magic Item Creation Modifier:** Constant ×3



### TONGUE OF FIENDS

Transmutation

**Level:** o (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None (harmless)

**Spell Resistance:** No

You can speak Infernal, allowing you to confer with demons, devils, and fiendish beings, as well as give commands to your summoned fiendish creatures.

**Heightened Effects:** The spell also grants you a +4 competence bonus to Bluff and Diplomacy checks made in regard to creatures speaking Infernal.

**Magic Item Creation Modifier:** Constant X3

### TRANSCRIBE

Transmutation

**Level:** o (Complex)

**Casting Time:** 1 round

**Range:** Touch

**Target:** One piece of paper or parchment up to 1 foot square

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You fill a piece of paper or parchment up to 1 foot square with nonmagical text of your choosing. For example, if you needed to create a message to give to a courier or leave for a friend, you could do so instantly. You can make such a transcription only in languages you know. The resulting text appears in your handwriting.

**Heightened Effects:** You can fill one page of text/level.

### TRUTH'S WINGS

Conjuration (Creation) [Fire]

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Effect:** A bird of magical fire

**Duration:** 10 minutes/level

**Saving Throw:** No

**Spell Resistance:** No

You call your magical skill to the fore and use it to create a creature like a large bird of fire, which flies out of you when you cast the spell. This creation has all the same stats as a giant eagle, but any damage it inflicts is fire damage. After creating it, you speak the name of someone you know to the bird, and it flies to that creature. It fights to defend itself, but otherwise does not engage in combat.

If the created bird-creature can reach the named individual within the duration of the spell, and if the individual is Medium or smaller, it offers (in a language the individual can understand) to carry that creature to you. Its flames do not burn that individual. If the individual is too large to carry, the bird gives it your location. If the creation carries the named individual to you but cannot reach you before the duration elapses, the individual lands safely on the ground when the bird disappears. The bird tells the individual your location before it vanishes.

If the named individual is within a place that the bird-creation cannot reach (such as trapped within a prison), the spell is ruined and ends.

**Diminished Effects:** The duration becomes one minute/level.

**Heightened Effects:** The duration becomes one hour/level. The bird can grow to carry a creature of any size.

### UNDAUNTED FIXTURE

Transmutation

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Targets:** Two objects (see below)

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

You touch two objects together, one of which is no larger than Medium size. This spell binds the objects together with a magical force. A Strength check (DC 30) is required to break the bond. Depending on the material of the objects involved, the objects themselves may break first.

**Diminished Effects:** Breaking the bond requires a Strength check (DC 20).

**Heightened Effects:** Breaking the bond requires a Strength check (DC 35).

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

### UNHAND

Evocation [Force]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Targets:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

This spell allows you to attempt to disarm a creature with a blast of force. You and the defender make opposed rolls. You make a caster level check plus both your Dexterity and your Intelligence modifiers (d20 + caster level + Dexterity modifier + Intelligence modifier). The defender uses his attack bonus with the weapon in question (if the object is not a weapon, use the defender's base attack bonus plus Strength modifier). The size of the weapon or object is irrelevant. If the

defender uses his weapon in two hands, he gets an additional +4 bonus. If you beat the defender's check, the defender is disarmed. The object falls to the ground at the defender's feet.

**Diminished Effects:** You add only your level to the opposed check.

**Heightened Effects:** You can affect one target plus one additional target/five levels.

### UTTER THRALL

Enchantment (Compulsion) [Mind-Affecting, Psionic, Truename]

**Level:** 8 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One Medium or smaller humanoid

**Duration:** Permanent (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

As a more powerful version of *greater dominate*, this spell allows you to completely enslave any humanoid of Medium or smaller size. You establish a telepathic link with the subject's mind and can convey your wishes even if you share no common language. You know what the subject is experiencing, but you do not receive direct sensory input from him.

Subjects cannot resist this control and always act in the best interests of their controller, even if not commanded to do so. The subjects truly believe you are their rightful master and serve you lovingly with utter devotion. They carry out even self-destructive orders—in fact, thralls will give their lives willingly for the good of their controller, even if not commanded to do so. Once you establish control, you can exercise it at unlimited range. You need not see the subject to control it.

*Magic circle* or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of *utter thrall* nor dispel it.

**Diminished Effects:** The duration is one day/level.

**Heightened Effects:** The target can be any creature size Large or smaller.

**Magic Item Creation Modifiers:** Single-use ×3, spell-completion ×2

### VENGEFUL SHIELD

Evocation [Force]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

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

You create a shimmering field of force that swirls around you. When an opponent strikes you, the field draws on the energy of the attack and mirrors it back at the attacker. You take damage and suffer attacks as normal, but anyone who hits you suffers 1d6 points of force damage. Only attackers adjacent to you suffer this damage. Opponents who use spells, ranged attacks, or reach weapons avoid this spell's effects.

**Diminished Effects:** Those attacking you suffer only 1d3 points of damage.

**Heightened Effects:** Those attacking you suffer 2d6 points of damage.

### VENGEFUL SPELL

#### RESISTANCE

Abjuration

**Level:** 7 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** One minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The target gains spell resistance equal to 12 plus your level. If a spellcaster cannot overcome the creature's new spell resistance, the spellcaster suffers 2d6 points plus your level in damage as magical feedback. If the spellcaster has spell resistance, the *vengeful spell resistance* must overcome it to affect him. If he also has *vengeful spell resistance* cast on him, the effect does not trigger feedback. A creature with spell resistance may lower it voluntarily in order to accept a spell.

**Diminished Effects:** The spell inflicts 1d6 points of feed-back damage and confers spell resistance equal to 8 + the caster's level.

**Heightened Effects:** The spell inflicts 4d6 points of feed-back damage and confers spell resistance equal to 14 + the caster's level.

**Magic Item Creation Modifier:** Constant ×4

### VESSA KORNARI (STEAL HEART)

Necromancy [Truename]

**Level:** 7 (Exotic)

**Casting Time:** 1 round

**Range:** Touch

**Target:** One corpse

**Duration:** Instantaneous

**Saving Throw:** No

**Spell Resistance:** No

The heart of a dead creature (or portion of the creature's body with similar symbolic importance) is torn from the corpse and placed in your hand, whereupon you must eat it. Thereafter, the dead creature cannot be brought back to life until you die.

**Diminished Effects:** The dead creature must be half your Hit Dice or less.

**Heightened Effects:** You do not need the truename of the dead creature to use this spell.

**Magic Item Creation Modifiers:** Single-use ×3, spell-completion ×2

### VICIOUS SUMMONS

Conjuration (Summoning)

**Level:** 5 (Exotic)

**Casting Time:** 1 round

**Range:** Close (25 feet + 5 feet/2 levels)

**Effect:** One fiendish dire weasel

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

**Saving Throw:** None

**Spell Resistance:** No

You summon a fiendish dire weasel, which appears on top of a creature within range (your choice), with its teeth already sunk into the creature as if it had made a successful bite attack. The weasel then uses its attach and blood drain powers on subsequent rounds. If the fiendish dire weasel kills the target or becomes unattached, it attacks normally. Unlike other summoned monsters, even if the caster speaks the creature's language, it cannot receive commands other than to attack.

**Diminished Effects:** N/A

**Heightened Effects:** The dire weasel has maximum hit points and a +1 enhancement bonus to attacks, damage, and Armor Class.

**Magic Item Creation Modifier:** Single-use ×2

### VIVID DISCHARGE

Evocation [Electricity]

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Targets:** One creature

**Duration:** One minute/level or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes

This spell wraps you in a scintillating sheath of energy. The next time anyone strikes you in melee, the attacker suffers 1d6 points of electricity damage per level (maximum 10d6). You cannot prevent the discharge from happening—it occurs the next time you are struck.

**Diminished Effects:** The spell deals 1d4 points of damage/level (maximum 5d4).

**Heightened Effects:** The spell affects the next 1d2 + 1 melee attacks that strike you.

### WARDING GLOBES

Evocation [Force]

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Effect:** One 2-inch globe/2 levels (maximum six)

**Duration:** One minute per level or until discharged

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You create a number of small globes of force energy that float around your body within 5 feet of you. (The ignorant might mistake them for *ioun stones*.) These globes hover protectively around you, granting a +1 deflection bonus to your Armor Class per globe (so a caster with three globes enjoys a +3 bonus to Armor Class). Further, whenever a foe attempts to make an attack of opportunity against you, a globe intercepts the attack (foiling it) and deals 2d6 points of force damage to the attacker (Reflex save for half). This action discharges and destroys the globe. If the attacker makes the assault with a reach weapon (not a natural weapon with reach), the globe still foils the attack but inflicts no damage; the foe was out of its range. This action also discharges and destroys the globe.

The spell distinguishes attacks of opportunity based on your actions: Whenever you let your guard down—described in game terms as “provoking an attack of opportunity”—the globes are there to protect you. Attackers cannot specifically target the globes—they unerringly dodge such attacks. Each time a creature with spell resistance makes an attack of opportunity against a caster with *warding globes*, the caster must make a spell resistance check.



Failure means the creature can make the attack of opportunity as normal that round.

**Diminished Effects:** The spell creates only one globe.

**Heightened Effects:** The globes inflict 3d6 points of damage, and you have a maximum of eight.

**Magic Item Creation Modifiers:** Constant  $\times 3$ , charged  $\times 2$

### WATERY PRISON

Transmutation [Truename, Water]

**Level:** 7 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One living creature

**Duration:** Varies (see text)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You transfer a target, body and soul, into a contained body of water that also lies within range. A “contained body of water” is one that has no outlet, such as a pool (natural or otherwise) or a rainwater pond. The body of water must be at least 10 feet by 10 feet on its surface and at least 3 feet deep.

The victim and all of her gear is transformed into a watery form that resembles a Medium water elemental. The target loses all of her own extraordinary, spell-like, and supernatural abilities, and cannot cast spells in the new form. The only part of the original victim that remains are her mental ability scores and her original hit points. The victim can move about in the pool but cannot leave its confines, even against her will (1 round after her removal, she simply reappears in the pool).

*Dispel magic* and *remove curse* do not end the spell.

Normally, only two things end *watery prison*: if the subject meets the specific conditions of repentance set by the caster, or if the pool’s water is completely drained away or destroyed. In the former case, the creature is restored back to her normal form with her gear at the side of the pool. In the latter she is slain.

**Diminished Effects:** The spell affects creatures with half the caster’s Hit Dice total or less

**Heightened Effects:** You do not need the target’s truename to use the spell.

**Magic Item Creation Modifiers:** Single-use  $\times 2$ , spell-completion  $\times 2$

### WEB SPLAT

Conjuration (Creation)

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** 3 inches by 3 inches

**Duration:** 1 round/level or until destroyed

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You create a tiny bit of spiderweb that possesses the strength of an average person. You can use this webbing to stick two objects together, stick an object to the floor, or attempt to stick a creature’s foot to the floor or its hand to an object. You can even try to put the webbing over the creature’s eyes to partially blind it (everything has 50 percent concealment to the creature). The creature gets a saving throw, and those who fail it must take a standard action and attempt a Strength check (DC 10) to tear the webs away. Likewise, if you web together two objects, a creature can tear them apart with a Strength check (DC 10), using a standard action.

The webbing can support about 100 lbs., which means you could stick a 100-lb. rock to the ceiling for the duration, if you wanted. The *web splat* can be destroyed in 1 round by fire.

**Heightened Effects:** Strength checks involved with the spell have DC 15 rather than DC 10, and the duration becomes one minute/level.

## WEB STRAND

Conjuration (Creation)

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** A 1-inch-thick strand that measures 25 feet + 5 feet/2 levels long

**Duration:** 1 round/level

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You create a single ropelike strand of spiderweb that possesses the strength of an above-average person. One end of the strand is adhesive, the rest is not. You can use the sticky end to shoot the strand to the ceiling of a cave and swing across a chasm on it. You could even attempt to stick one end to a creature so it could not get away. In this case, the creature gets a saving throw, and those who fail must take a standard action to attempt a Strength check (DC 15) to tear the strand away.

The *web strand* can support the weight of about 200 lbs. If you use it as rope (tying it to something rather than relying on the adhesive) it proves about twice as strong as a normal rope. The *web strand* can be destroyed in 1 round by fire. The strand has a hardness of 2 and 5 hit points.

**Diminished Effects:** The duration becomes 1 round.

**Heightened Effects:** Strength checks involved with the spell have DC 20 rather than DC 15, and the duration is one minute/level.

## WELTER

Evocation [Force]

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet +10 feet/level)

**Targets:** One creature/level, all of which are within 20 feet of each other

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You cause chaotic energies to violently shake and disorient the targets of this spell. Those affected are shaken (–2 morale penalty on attack rolls, weapon damage rolls, and saving throws) for 1 round and must make Balance checks (DC 20) or fall prone.

**Diminished Effects:** The spell affects one creature.

**Heightened Effects:** The spell's effects last for 1d3 + 1 rounds. The Balance check is required each round it lasts.

## WILD STEALTH

Transmutation [Plant]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Area:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

You gain a +5 enhancement bonus to Sneak checks when out of doors, above ground, in a non-urban environment.

**Diminished Effects:** The spell confers half its listed bonus.

**Heightened Effects:** The spell confers twice its listed bonus.

**Magic Item Creation Modifier:** Constant ×5

## WILL OF THE GODS

Divination

**Level:** 3 (Exotic)

**Casting Time:** One hour

**Range:** Personal

**Target:** You

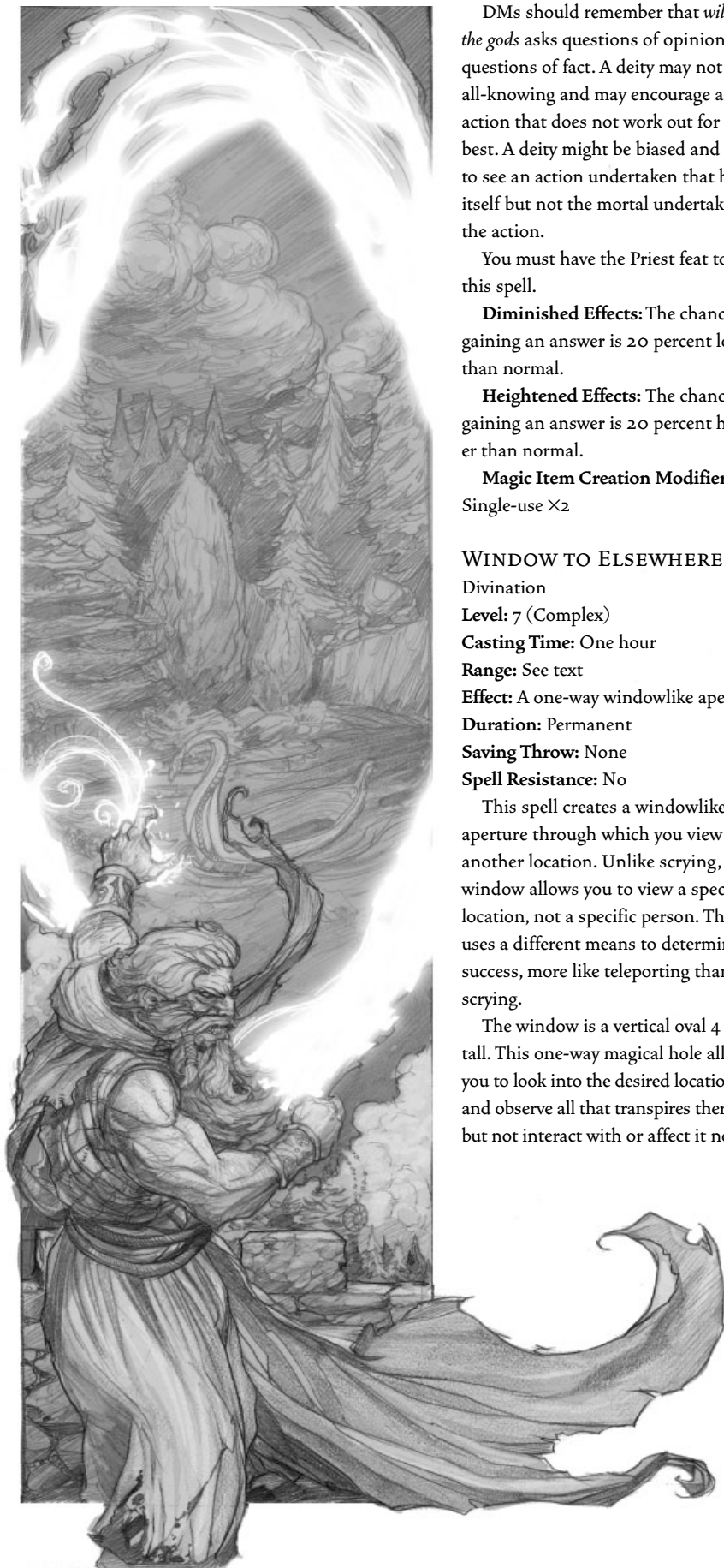
**Duration:** Instantaneous

You ask a single question regarding a choice of action that you or a specifically named other creature could conceivably take in the next week and learn whether it is something your god would like to see done. The answer is always yes or no (or no answer), so you must phrase your question appropriately. For example, you could ask, "Is it your will that I launch an attack on the Darkbond of Ravadan?" or, "Would it honor you if Warall the mage blade broke the Tablets of Understanding?" or, "Shall I build your new temple on the east side of Mount Herrosh?" Vague questions such as "Should I try harder to find the lost scroll?" or "Do you like it when we occasionally spare your enemies?" receive no answer.

There is only a small chance that your god cares whether or not the action takes place. If the deity has no opinion, this spell offers no guidance. The percentage chance of gaining an answer is equal to the Hit Dice of the creature taking the potential action + one or more of the following modifiers:

Modifier	Condition
+5%	The action directly affects a 1st- to 5th-level follower of the god.
+10%	The action directly affects a 6th- to 12th-level follower of the god.
+15%	The action directly affects a 13th-level or higher follower of the god.
+15%	The action significantly affects a temple of the god.
+10%	The action significantly affects a temple of an enemy god.
+10%	The action directly affects a 10th-level or higher follower of an enemy god.
+10%	The action directly affects more than 100 intelligent creatures important to the god.
+10%	The action directly affects a magic item, artifact, or other object important to the god.





DMs should remember that *will of the gods* asks questions of opinion, not questions of fact. A deity may not be all-knowing and may encourage an action that does not work out for the best. A deity might be biased and want to see an action undertaken that helps itself but not the mortal undertaking the action.

You must have the Priest feat to cast this spell.

**Diminished Effects:** The chance of gaining an answer is 20 percent lower than normal.

**Heightened Effects:** The chance of gaining an answer is 20 percent higher than normal.

**Magic Item Creation Modifier:** Single-use  $\times 2$

## WINDOW TO ELSEWHERE

Divination

**Level:** 7 (Complex)

**Casting Time:** One hour

**Range:** See text

**Effect:** A one-way windowlike aperture

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a windowlike aperture through which you view another location. Unlike scrying, the window allows you to view a specific location, not a specific person. Thus, it uses a different means to determine success, more like teleporting than scrying.

The window is a vertical oval 4 feet tall. This one-way magical hole allows you to look into the desired location and observe all that transpires there, but not interact with or affect it nor-

mally. You cannot choose or change the position, orientation, or angle of the window, but if you successfully create the window to view the desired locale, it always provides a good view of the place (unless new obstructions arise in the locale).

You can use any spell that affects scrying, such as *scry blast* or *scry retaliation*, through a window to elsewhere just as if it were a *scrying* spell. Any creature in the viewed location with an Intelligence of 12 or higher can notice the window by making an Intelligence check (DC 20). Even if the creature notices the window, however, it remains a one-way view, so the creature cannot look back in—he merely knows someone might be viewing him.

When creating the window, choose a place known to you for it to look into—somewhere you have been or had described to you. To determine whether the window looks out upon the place you want it to, roll on the table on the previous page.

**Familiarity:** “Very familiar” refers to a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you’ve been there often or because you have used other means (such as scrying) to study the place. “Seen casually” is a place you have seen more than once but with which you are not very familiar. “Viewed once” is a place you have seen once, possibly using magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps even from a precise map. “False destination” is a place that doesn’t exist, such as if you have mistranslated an ancient tome and tried to look into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy’s sanctum to you wholly inaccurately. When looking into to a false destination, roll 1d20+80 to obtain results on

## WINDOW TO ELSEWHERE DESTINATIONS

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
Description	01–52	53–76	77–92	93–100
False destination (1d20+80)	—	—	81–92	93–100

the table, rather than rolling percentile dice, since there is no real location for you to hope to see or even be off target from.

**On Target:** The window looks into the place you want.

**Off Target:** The window looks into a location a random distance away from the desired location in a random direction. Distance off target measures 1d10 × 1d10 percent of the distance between you and the original location. If the door goes to another plane, the off-target location is another plane.

**Similar Area:** The window looks into a location that's visually or thematically similar to the target area. Generally, you look into the closest similar place, but since the spell has no range limit, you could conceivably look into somewhere else across the globe.

**Mishap:** The window's energy explodes around you, inflicting 3d6 points of damage to you and all within 10 feet of you.

**Diminished Effects:** The viewing point is entirely random.

**Heightened Effects:** It is impossible for creatures in the viewed location to notice the window. You can change the orientation and angle of the window (but not the position) at your whim.

**Magic Item Creation Modifiers:** Constant ×1.5, single-use ×1.5, spell-completion ×1.5

## WOODLANDS PRISON

Transmutation [Plant, Truename]

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One helpless or willing creature

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** Yes

This spell must be cast in an area thick with plants, some of which must be of at least Medium size (a wooded area, a thick garden, etc.). You create a cocoonlike prison hidden among natural plants where a subject is held motionless. He grows no older, and his bodily functions virtually cease. He cannot use any abilities, even purely mental ones. Those affected by the spell must be either

helpless or willing—often, when granted an option between this type of imprisonment and death, a subject submits to the spell. Willing targets cannot be tricked or magically compelled. For up to one hour per day, you can mentally communicate with him, although he is not compelled to answer questions or even respond.

The subject can be found by *locate creature* or similar divinations. He can be freed by *dispel magic* or by destroying all the plants within 50 feet.

**Diminished Effects:** The spell's duration is one day/level.

**Heightened Effects:** The subject must make a Will save each day to resist answering your questions truthfully. The Difficulty Class is 15 + your appropriate ability modifier.

**Magic Item Creation Modifiers:** Single-use ×5, spell-completion ×5

## YOKE

Conjuration (Summoning)

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** A magical tether

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

This spell can be cast only against a helpless or dominated foe. It causes a magical band of force to wrap around the creature's neck (or similar body part) and extends a 10-foot, ropelike end to your hand so you can lead the creature. A subject under the effects of a *yoke* must move as you do, at your speed, even if unconscious, held, incapacitated, or bound. The spell even forces limbs to move, overriding other magic—like *margul* (*dreaded freeze*)<sup>f</sup>—and even causing rope or other bindings to lengthen enough to move. However, this effect offers the subject no special chance to escape.

A creature affected by the *yoke* spell but no longer helpless or dominated must oppose the *yoke*'s +12 “grapple” to get free, either with a grapple check or an Escape Artist

check. The *yoke* has the subject effectively pinned, so to get free, the affected creature must succeed at two opposed checks. If the yoked creature gets partially but not entirely free (succeeds at one check but not both), you can use a standard action to attempt to pin it once again with the *yoke* at no risk of being grappled yourself. Under no circumstances can the *yoke* inflict damage. The *yoke* has 25 hit points and a hardness of 2. If the creature escapes, or should the *yoke* be destroyed, the spell ends.

**Diminished Effects:** The *yoke* has a +8 grapple, 10 hit points, and no hardness.

**Heightened Effects:** The *yoke* has a +16 grapple, 50 hit points, and a hardness of 4.

### ZONE OF SPEED

Evocation

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** 20-foot-diameter sphere

**Duration:** One minute/level

**Saving Throw:** Fortitude partial (see text)

**Spell Resistance:** Yes

You create an area with a thick aura of resistance. Designate a speed at the time of casting. Within the area, nothing can move faster than your chosen speed, with a minimum of 1 foot. A character within the zone who makes his or her saving throw can move at double the speed you have set for the zone. (And remember that characters who run can move up to four times their speed.) Characters only attempt their saving throw once per spell, no matter how many times they move into and out of the zone.

If you choose any speed less than 100 feet, no ranged physical attacks function (arrows move so slowly, they fall to the ground before reaching their target). Characters cannot move faster than the rate you decide. This spell can even keep falling characters from suffering full or any damage. (If you choose a speed from 10 to 50 feet, a falling character suffers half damage from a fall ending within the zone; if you choose a speed of 10 feet or less, the falling character suffers no damage.)

**Diminished Effects:** The slowest speed you can designate is 5 feet.

**Heightened Effects:** You can change the speed within the zone each round as a free action.

**Magic Item Creation Modifiers:** Constant  $\times 3$ , charged  $\times 1.5$ , single-use  $\times 1.5$ , spell-completion  $\times 1.5$



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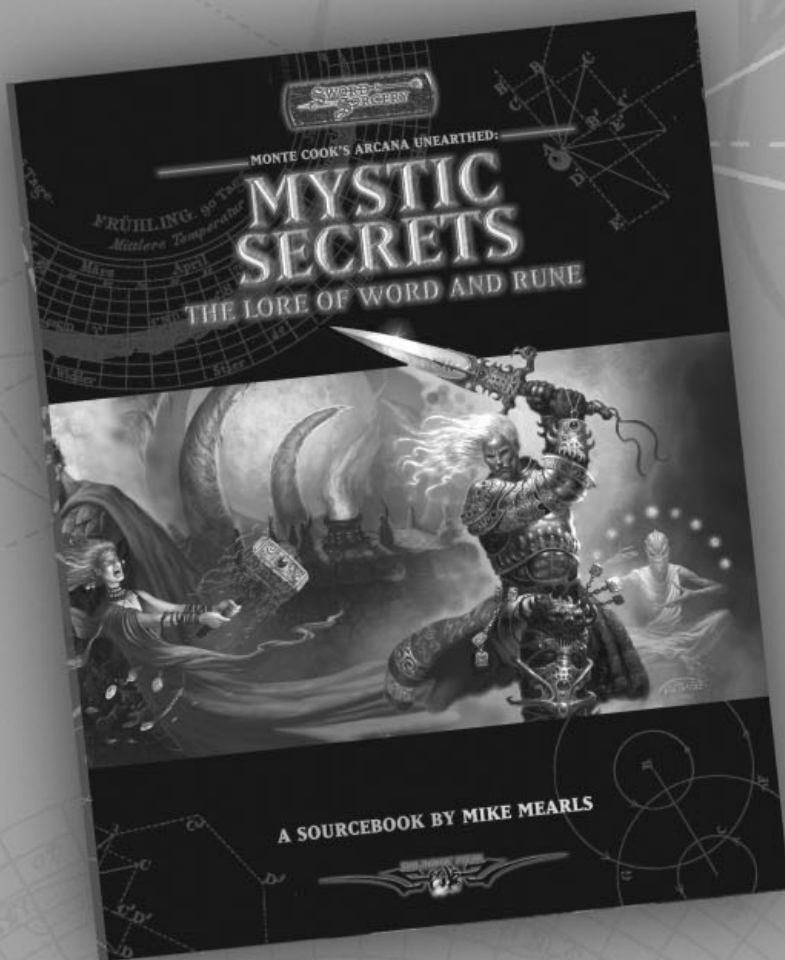
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