



MONTE COOK'S ARCANA EVOLVED:

SPELL TREASURY



A SOURCEBOOK BY
Monte Cook and Jeffery A. Dobberpuhl



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BY MONTE COOK AND JEFFERY A. DOBBERPUHL

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ADDITIONAL CREDITS

Editing: Scott Fitzgerald Gray and Sue Weinlein Cook

Production and Proofreading: Sue Weinlein Cook • **Cover Illustration:** Michael Komarck

Interior Illustrations: Eric Lofgren, Scott Purdy, Tyler Walpole, Sam Wood, Ben Wootten • **Cover and Interior Page Design:** Lisa Chido

Playtesters: Bill Collins, David Davidson, David Fischer, Robert Fite, Robben Leaf, Walt Mancing, Scott Moore,
Mark Nagy, Colin Staron, Søren K. Thustrup

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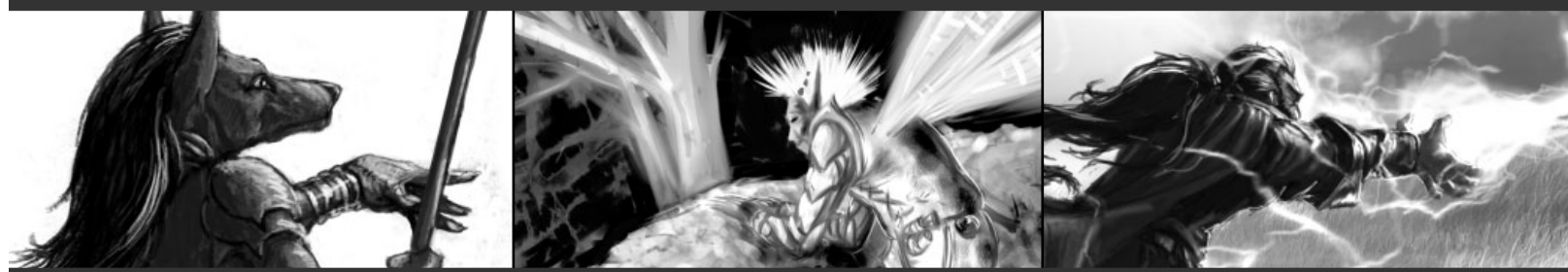
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INTRODUCTION:

The Joy of Spells

The mage watched her spell detonate in a ball of fire in the midst of the approaching enemy. As the explosion decimated the ranks of her foe, she grinned and said to her shieldmate, "I have to admit, I really like this job..."



The *Spell Treasury* contains spells for use with Monte Cook's *Arcana Evolved*. These spells represent new magic that you can include in any campaign. To create this book, we started by assessing spells from many sources, including the d20 core rules, *The Complete Book of Eldritch Might* (encompassing the *Books of Eldritch Might I, II, and III*), and the *Books of Hallowed Might I and II*. We chose the ones that would work best in *Arcana Evolved* campaigns and adapted them—in many cases, you will find very little similarity between the originals and the versions that appear here! Next, we added plenty of all-new spells to round out the volume.

Be forewarned, however—the spells in this book could potentially change the balance of spellcasting power in *Arcana Evolved*. When *Arcana Evolved* was created, certain spells such as *magic missile* were left out intentionally. This book makes those spells available to *Arcana Evolved* casters, though efforts have been made to rebalance them. However,

we have not included spells that we deemed inappropriate for the *Arcana Evolved* rules, so you won't find *all* the spells from the sources above updated for this book.

The *Spell Treasury* also includes a handful of non-adventuring spells. It stands to reason that, in a world where magic works, not every spell is going to be designed to blast foes, heal wounds, or make someone harder to harm. Many would have no battle applications at all. These spells may never get used in a typical game session, but just knowing this sort of magic exists amid the adventuring-specific spells adds a bit of believability to any game world.

Still other spells are better suited for use by NPCs, as a part of an interesting adventure hook or encounter. You can use the converted spells here simply as examples of how to modify or create your own, or as part of a quest for your characters to discover long-lost magic.

However you decide to use them, the hundreds of spells in this book outnumber those in *Arcana Evolved* itself. They will expand your game in amazing ways.

INTEGRATING NEW SPELLS

When integrating these spells into an existing campaign, you have a number of different methods available. These methods can be used in any combination, or may inspire other ideas suitable for your particular campaign. The general methods include: research, acquisition, and adventuring.

RESEARCH

For many players, having a spellcaster character develop a new spell can be the highlight of an adventuring session. Possessing a unique spell that provides an edge is as important to a caster as a finely honed blade is to a warrior. Any of these spells can represent knowledge that one can discover only through research.

A player should put his or her character in a position to research a new spell. Appropriate tomes of knowledge, the lore of other casters, and personal observations should all

come into play. Additionally, suitable space to meddle with magic should be available. One cannot research new spells in the middle of the town square, after all. This may require the player character to acquire (by adventuring or otherwise) a suitable location in which to conduct research undisturbed.

Once the location and means of research have been established, the character will need a variety of mystical items and spell components to experiment with. Various combinations will be tried and tested until the final spell is crafted.

In game terms, a character should generally expect to spend 100 gp per level of the spell to be researched (with 0-level spells treated as 1st-level spells for this calculation). If the spell is complex, this amount doubles. If the spell is exotic, the amount quadruples. Thus, a 2nd-level complex spell would cost $2 \times 100 \text{ gp} \times 2 = 400 \text{ gp}$. Likewise, a 10th-level exotic spell would cost $10 \times 100 \text{ gp} \times 4 = 4,000 \text{ gp}$ to research.

A simple spell generally takes one day per spell level to research, with complex spells taking three times as long and exotic spells taking seven times as long. Thus, a 9th-level simple spell takes nine days to research, while an 8th-level exotic spell takes 56 days to research.

Spell research must be more or less undisturbed. If something interrupts the research, the character must make a Concentration check (DC = the spell level to be researched + 15; add an extra +5 if the spell is complex or +10 if it is exotic). Other situational modifiers may affect this check (if the interruption takes a great deal of the caster's time, the caster is grievously injured, research notes were destroyed, and so on).

Once the research is completed, the character must make a Knowledge (magic) check to successfully apply the research (DC = the spell level + 10; add an extra +5 if the spell is complex or +10 if it is exotic). Due to the vagaries of magic, a roll of 1 on the check is always a failure. Depending on the spell researched, there could be penalties for failing as well. These penalties might include the spell misfiring (turning the character into a frog for one week per spell level, for example), an explosion burning all the hair off the character's body, and so on.

Because watching a caster research a spell is probably not a lot of fun for other characters, much of this process should occur during the party's downtime between adventures. Still, it might be entertaining for the rest of the party to fend off enemies who seek to foil the research, or to help a spellcaster track down obscure spell components.

ACQUISITION

Many times, it's best to have all the research completed by NPCs. This lets PCs acquire their spells by interaction with the world and the characters around them.

In an average game environment, NPCs should be expected to be just as active as player characters. Some of these nonplayer characters may be strapped for cash. Imagine a caster down on his luck and needing to make some quick

ABOUT THE AUTHORS

Monte Cook has worked professionally in the game industry since 1988 for companies including Iron Crown Enterprises, TSR Inc., and Wizards of the Coast. He is a codesigner of Dungeons & Dragons® 3rd edition and author of the Dungeon Master's Guide. He also designed the HeroClix system of superhero combat for WizKids Games and has published two novels, in addition to his work with Malhavoc Press.

Freelance author **Jeffery A. Dobberpuhl** is one of the lead designers of Horizon Redline for Fantasy Flight Games and a designer and administrator for the RPGA's Living Greyhawk® campaign. When not writing game material, this Minnesota attorney specializes in representing writers and game designers. He is married to a very understanding wife with whom he has two beautiful daughters.

ABOUT THE ILLUSTRATORS

Michigan cover artist **Michael Komarck** <www.komarckart.com> has illustrated for Wizards of the Coast, AEG, Fantasy Flight Games, TriKing Games, FanPro LLC, WizKids, Kellogg's, and Malhavoc Press.

The early influences of artist **Eric Lofgren** <www.ericlofgren.com> included comic book art, the oils of Frazetta, and the inks of Berni Wrightson. He now illustrates for Malhavoc Press, among other publishers.

UK-based artist **Scott Purdy** <www.scottpurdy.net> has a great love of horror, fantasy critters, evil, and all things tentacular. This is the fifth book he has illustrated for Malhavoc Press.

New Zealand artist **Ben Wootten** has a background in zoology and works at the Weta Workshop special effects studio on such films as King Kong, The Lord of the Rings, and The Lion the Witch and the Wardrobe.

Tyler Walpole and **Sam Wood** pursue their illustration careers full time in Des Moines, Iowa, and Seattle, Washington, respectively. Their work has graced many Malhavoc Press products over the years.

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coin, or a family of nonspellcasters selling off mom's old book of spells. On the other hand, perhaps a center of magical learning is known for teaching unusual spells that the party has need of. Such events should probably be uncommon, but as roleplaying experience, the mundane can sometimes be an interesting diversion from high adventure.

Trading spells can be fun, too. PCs may travel with an NPC who simply knows different spells than they do. Alternatively, a player character might be sought out for a spell he knows, with the NPC offering to teach a different spell in return. Not every trade should be a good bargain, however, and not all trades should be easy. A character wants to learn a spell the local hermit knows? Maybe the hermit has a quest that the PC must fulfill before he's willing to part with his knowledge.

ADVENTURING

This is probably the way most player characters learn new spells. By adventuring, they can uncover lost magic in a treasure trove or loot the lore of a defeated spellcaster foe.

From a DM's perspective, adventuring has many advantages as a way of integrating new spells. First, the main storyline does not have to be interrupted. If a character is to learn a new spell, he or she simply discovers it when the villain is defeated or the treasure obtained.

Second, a newly discovered spell can be used against the party beforehand. If used in a creative manner, it can provide

a challenge equal to its ultimate reward, as well as offering the opponent spellcaster some personality beyond simply being the villain of the week.

Third, acquiring spells through adventuring can provide ready-made adventure hooks or side quests. The party members might learn of hidden knowledge being sought by opposing forces. Alternatively, they may discover notes in the possession of a recently defeated villain that form part of a treasure map. Perhaps a defeated foe offers to tell the tale of a lost book of knowledge in exchange for her life. The possibilities are endless.

One means of uncovering new spells that combines adventuring and acquisition is stealth. The PCs might learn of a place where secret research is being conducted, or of the existence of a tome of lore. Rather than trading or fighting for it, they may need to sneak in undetected to make copies of the spells.

SPELL HISTORY: THE LEGEND OF THE STONE KREJ

In ancient times, the land had many heroes. One of these was Nexin Oathmaker, a mage of great power. He did all he could to help others and was quick to give wise counsel. Leaders and peasants alike sought out his knowledge.

But then came the black days. A soul filled with malice arose in the guise of a man. This was Duke Fanor, who was as foul as Nexin was fair. Fanor knew many secrets of magic and had legions of followers, but he was not satisfied with such successes. Beyond the insufferable fact that Nexin was idolized by all, Fanor knew that the mage had knowledge of spells that he could not learn on his own.

And so Fanor and Nexin did battle. The war was fought on land, sea, and air. It crossed the planes and the bounds of time itself. After seemingly endless clashes, Nexin understood that he and his forces were losing, and he became despondent. If Fanor won, then all peoples would be bound to a despot. Desperate, Nexin challenged Fanor to one final duel. Sensing quick victory, Fanor accepted. He hoped to defeat but not kill his foe—then he could force him to reveal all his secrets. Nexin had a different plan, however.

Nexin faced Fanor and invoked a ritual of incredible power. The arcane words he used drew energy from the souls of thousands of creatures in the armies that stood close by. He drew even more energy from the earth and the plants that grew there. Finally, he stole energy from the sky itself. All of this power he directed at Fanor in a final mighty blast. Fanor fell, and with his defeat, his control over his armies collapsed.

However, Nexin was a hero no more. As a result of his actions, the dead were beyond number, their souls consumed. As well, the great energies released when Fanor was killed sought out those soulless corpses as receptacles, bringing countless undead into the world.

And what of Nexin, now called Soulslayer? He disappeared, presumed destroyed by the very spell he cast. His wondrous lore was thought lost. However, from time to time, word surfaces of a book of previously unknown spells, or a granite tablet carved with arcane knowledge believed to come from the time of Nexin. As well, some legends hold that Nexin was not certain he would win his battle, so he stored much of knowledge in a series of krej (an ancient word for a holding place). These have come to be known as the stone krej, as most people believe Nexin encased his krej in solid rock to avoid easy detection. It is thought that, if one could only find the first krej, it would include instructions for finding all the others.

The locations of the krej (and the power they contain) are no more than rumor and legend now, and only the mad and the foolish still seek them. Many of the spells in this book stem from the troubled times of Nexin's end.

OATHS, CONVICTIONS, AND BELIEFS

Many spells in this book rely upon your character focusing on an oath, belief, or strongly held conviction. These spells are often psionic; they are powered in part by the strength of the caster's belief system.

All of these spells deal with drawing energy from the caster's faith or sense of self. Generally speaking, these are referred to as *soul spells*. This is a new descriptor introduced in this book as a way of identifying spells that function based on the caster's belief system. (Note that soul spells are not the same thing as soul magic as defined in *The Complete Book of Eldritch Might*.)

In *Arcana Evolved*, characters do not use alignment as a defining characteristic. Good and evil, law and chaos are all relative terms. There may be times when a character performs in an altruistic manner, while at other times he acts as a free spirit. The group may meet villains whose acts can only be considered depraved, but the game system does not categorize such actions on a rigid scale.

However, characters in an *Arcana Evolved* game take oaths, vows, rituals, beliefs, and convictions very seriously. Did your character vow to let no one into the temple? Then your character needs to do whatever is necessary to keep that vow. Likewise, an NPC who fervently follows a deity might not be able to understand (or willing to care) why you are now looting her temple of its sacred icons.

Soul spells feed off this understanding of the way characters interact. In order to cast these spells, the caster must focus on something greater than a sense of self-preservation. He needs to have either an oath to follow, a deeply held belief system, or a set of inviolate convictions that he always obeys. In part, this need to follow a set of self-imposed rules is what fuels a soul spell.

The guidelines for oathsworn in Chapter Three: Classes of *Arcana Evolved* are a good place to look for example oaths. Here are some other ideas for acceptable convictions or vows:

- To protect the forest from any destruction by outsiders.
- To safeguard the treasures of the temple.
- To rescue the son and daughter of the local butcher.
- To follow a certain school or path of training. (“I follow Master Ki-Ren’s school of the Dagger Spell School. We have always opposed those who follow the heretical teachings of the Earth Spell School.”)
- To belong to a certain religion (this requires one’s dedication to the teachings of that religion).
- To swear to protect a nation, city, village, or similar locale (the oath a soldier might take upon joining an army would be one example).

Conversely, it is not enough for a character to claim, “I believe I should have your gold and your lands.” Lesser greed is too minor a devotion to fuel a soul spell. However, a villain might declare to rule the land with an iron fist and to slaughter all who stand in her way. Such a villain may have a conviction strong enough to trigger soul spells—not just for herself, but also for her followers and those dedicated to seeking her destruction.

Soul spells typically also affect other creatures, depending on the creatures’ oaths, beliefs, or convictions. For example, if you are sworn to protect the forest from destruction by intruders, your soul spells will not necessarily affect local villagers who respectfully harvest fallen wood and do not cut new growth. They would, however, be triggered by a traveling warband that recklessly hacks down trees to build a celebratory bonfire. Similarly, if you are a follower of the Dagger Spell School and your hated foes are the adherents of the Earth Spell School, members of the Earth Spell School will automatically trigger or be affected by your soul spell.

What happens to those who violate their convictions or give up their beliefs? Such characters may not be able to cast any of their soul spells until they have atoned for their deeds, perhaps through a ritual *purge* (see page 168).

Of course, it’s very possible that a character might not be driven by any principles, convictions, oaths, or religious faith. Usually (at the DM’s discretion), soul spells do not function for such characters.

USING THIS BOOK

Throughout this *Spell Treasury*, all references to spells, feats, and other rules are from this book or *Monte Cook’s Arcana Evolved*, as well as the three core rulebooks: the *Player’s Handbook*, *DMG*, and *MM*. Bonus source material and ideas to augment the information in the *Spell Treasury* appear on Monte Cook’s website. To find the links to these free web enhancements, visit the book’s product page online at the following address: <www.montecook.com/treasury>.

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CHAPTER ONE:

Spell Lists

This book presents 573 new spells suitable for all Arcana Evolved spellcasters, from witches and runethanes to magisters, mage blades, and greenbonds.



The spell lists in this chapter identify the spells by level and by category: simple, complex, and exotic. Only the base version of the spell is described in these spell lists; for heightened or diminished effects, see the full spell descriptions in Chapter Two.

The *Arcana Evolved* spell descriptors are as follows:

A: air	LD: language-dependent
Ac: acid	Ln: litorian
C: curse	MA: mind-affecting
Co: cold	NE: negative energy
D: darkness	P: plant
Dr: dragon	PE: positive energy
E: earth	Ps: psionic
El: electricity	R: runic*
F: force	S: sonic
Fa: faen	Si: sibeccai
Fe: fear	So: soul*
Fi: fire	T: truename
G: giant	Tp: teleportation
L: light	W: water

* New in this book

Each spell's descriptors are noted after the spell name. Characters of certain classes (such as greenbond, mind witch, etc.) and races (such as verrik), and those with certain feats (such as Elemental Mage, Energy Mage, etc.) will find these descriptors helpful.

O-LEVEL SPELLS

SIMPLE

Acid Splash [Ac]	A globe of acid strikes your target for 1d3 points of damage.
Animated Tattoo [Fa, R]	Creates a moving image on a subject's body.
Assess Creature	Determine the HD of one creature.
Clarity of Mind	Grants +1 bonus to Concentration checks.
Comrade's Trail [T]	You create a magical trail only your friends can see.
Disrupt Undead [PE]	Ray deals 1d6 points of damage to undead.
Faen Glow [Fa, L]	Creates magical lights.
Ignore [MA, Ps]	Distracted creature suffers a –5 penalty to Spot and Listen checks.
Keep Dry	One object resists water.
Keep Fresh	1 lb. of food does not spoil
Know Talent [MA, Ps]	You learn which skill the target has the most ranks in.
Learn Heritage	Conveys details about family and ancestry of subject.
Light as a Feather	Negates the armor check penalty for your armor and shield.
Long Flame [Fi, L]	Candle, torch, or lantern burns much longer than normal.
Mental Alarm [Ps]	Alerts you to events.
Minor Ward	Inscription harms those who pass it.
Monkey Climb [Fa]	Grant yourself a +5 bonus to one Climb check.
Preserve Ice [Co]	Ice you touch will not melt.
Quick Boost [PE]	Gives +2 bonus to Strength, Dexterity, or Constitution score of one subject.

Remove Minor Malady [PE]	Remove a minor physical malady from the target touched.
Sun Bond [Ln, Si]	You know the direction of the coming sunrise.
Trust [MA, Ps]	Gain a +5 bonus to one Bluff or Diplomacy check made the next round.
Warrior's Competence [Ln]	Gain a +1 bonus on attack roll, save, or skill check.
Web Splat	Creates tiny glob of sticky substance.

COMPLEX

Arcana Inscribed [Dr, R]	You create magical markings.
Audible Whisper [S]	Everyone within 100 feet can hear everything you say.
Brass Claw [Dr, F]	Manipulate doors, chests, latches, and so on at Close range.
Prestidigitation	You perform minor magical tricks.
Purify Food and Drink [P, W]	Makes food and drink suitable for consumption.
Recent Occupant	Learn name and race of the last creature in the area.
Sample	You gather a bit of a hazardous substance safely.
Sense Spell (Minor)	If specified spell is in effect within the spell's area, you become aware of it.
Song of Sleep [Fa, MA, Ps, S]	–5 penalty on Listen and Spot checks, and –2 penalty on saves against sleep effects.
Tongue of Angels	Speak Celestial.
Tongue of Fiends	Speak Infernal.
Transcribe	Creates a page of text instantly.

**THE RUNIC DESCRIPTOR**

Runethanes can master magic symbols better than members of any other class. They have access to all spells with the new runic descriptor. Knowledge (runes) can be used rather than Knowledge (magic) or Spellcraft when dealing with these spells.

The runethane ability to sense runes applies to all of these spells, as does the erase rune ability. No other effects (such as the empower rune spell) work in conjunction with these spells.

EXOTIC

Devlin's Barb	Creates temporary ammunition.
Flash [L]	Target is dazzled for one minute.
Pain Touch (Lesser) [NE]	Touch attack deals 1d3 points of damage.
Weary [NE]	Target is fatigued.

1ST-LEVEL SPELLS**SIMPLE**

Animal Messenger [MA, Ps]	You summon a Tiny creature to deliver a message for you.
Animate Rope [P]	Rope obeys your commands for 1 round/level.
Arrow Deflection	You make saves to deflect incoming ranged attacks.
Bane [Dr, Fe, MA, Ps]	Enemies in 50-foot burst take –1 penalty on attack rolls and saves against fear.
Bless [Dr, MA, Ps]	Allies in 50-foot burst gain +1 bonus on attack rolls and saves against fear.
Bless Relationship [G]	Blessing grants two subjects a +1 inherent bonus to Diplomacy checks made in regard to each other
Blissful Sleep	Target can sleep even in uncomfortable conditions.
Blue Bolt [Fa]	Inflicts 1d6 points of subdual damage +1 per level on living target.
Calm the Beast [MA, Ps]	You gain a +10 bonus on Handle Animal checks, and can change the attitude of animals and magical beasts.
Change Weapon	Transforms a weapon into another.
Cloud the Mind [MA, Ps]	Target suffers a –4 penalty to Listen, Sense Motive, and Spot.
Cluatta [P, Li]	Club or quarterstaff gains +1 bonus on attack and damage rolls, +2d4 damage.
Create Water [W]	Create two gallons of water/level.
Crystal Shard [E]	Launches crystal that inflicts 1d8 + 2 points of damage.
Detect Animals or Plants [Ln, P, Si]	Senses the presence of plants and animals.
Discern Preference [MA, Ps]	Learn the subject's preference regarding an issue you specify.
Disrupt Reflexes [MA, Ps]	Target suffers a –4 penalty to initiative checks and –2 penalty to Reflex saves.



Endure Elements [A, E, F, W]	Target creature becomes immune to natural weather conditions.
Faen Fires [Fa, L]	Outlines targets in magical lights, making them visible.
Grave Ward [NE]	One creature/level can't be detected by undead.
Guilt [MA, Ps]	One target is denied an action.
Hunter's Walk [Si]	You may pass without a trace in most terrain.
Inspire Courage	Allies gain a +1 bonus to attack and weapon damage rolls.
Instill Music [MA, Ps, S]	Put a song of your choosing into another creature's mind.
Jump [Si]	Target gains a +10 to +30 bonus on Jump checks.
Magic Ward	As <i>magic circle</i> , but affects only a single creature.
Magical Performance	Bestows +5 circumstance bonus to Perform checks.
Miracle Mount	Summon a creature of 3 HD or less to ride.
Oath of Speed [Ln, So]	Your land speed increases by 30 feet.
Pattern of Sibyllic Fate [R, T]	Reveals general outlook of a creature's future.
Pebble [E]	Up to three magic pebbles deal 1d6+1 points of damage when thrown.
Proficiency [Ln, Si]	You gain proficiency with a weapon.
Redemptive Redress	Compensates for, but does not dispel, the effects of a detrimental spell.
Rogue's Stab Shelter From the Storm [F]	Target gains +1d6 sneak attack damage. Umbrellalike shield of force over subject's head protects it from natural rain, snow, and hail.
Terrakal's Bounty [P]	2d4 fresh berries give nourishment, heal 1 hit point each.



Wilderness Lore [P, Si, T]	One creature/level can't be detected by animals.
Unhand [F]	Disarms subject.
Ventriloquism [Fa, S]	Your voice issues from anywhere in Close range.
Vow [So]	You gain +1 luck bonus/3 levels on attack and damage rolls.
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 [Dr, G]	Object becomes immune to aging
Blast of Cold [Co]	Cold blast inflicts 1d6 points of damage/2 levels.
Blood's Truth [Dr, NE]	Determine health of creatures within 30 feet.
Ceremonial Servants	Conjured figures can take the place of other spellcasters in ceremonies.
Charm Item [LD]	Charms intelligent item.
Chill the Soul [NE]	Touch attack deals 1d6 points of damage and possible Strength damage.
Cloak of Diversion [F]	Grants one-half concealment.
Color Fan [Fa, MA]	Cone blinds, stuns, and causes unconsciousness in 1d6 creatures.
Dangersense [Ps]	You become aware of hazards within 60 feet.
Entangle [P]	Plants entwine or slow creatures in a 20-foot-radius spread.
Erase [F, R]	Wipe away normal writing or magical writing with a caster power check.
Fey Storage [Fa]	Creates an extradimensional space you can hide things in.
Fire Fan [Fi]	Cone of fire deals 1d4 points of damage/level.
Harassing Weapon [F]	Weapon of force threatens target.
Hated Enemy [MA]	Make a creature of your type hate another creature you designate.
Identify Scrier [Ps]	Gives you the name of person scrying on you.
Illuminated Weapon [L, PE]	Weapon imposes a -2 penalty to attacks, saves, and checks upon any undead struck.
Memnock's Frigid Enticement [Co, LD, MA]	Target must complete a specified action or suffer 1d4 points of cold damage for each round he fails to do so.
Minor Lasting Image	Creates permanent, tiny, immobile image.
Resist Scrying	Adds a +10 bonus to the Difficulty Class of opponent's scry attempt.

Resist Touch	Adds +2 luck bonus +1/3 caster levels to touch Armor Class.
Safe Search	Caster can search an area without risk.
Unseen Servant [F]	An invisible magical servant is summoned to do your bidding.

EXOTIC

Alarm [Dr, Varies]	You set a magical alarm to warn you of intruders.
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).
Comprehend Languages [Dr, G, LD, Ps]	You understand the spoken word or written languages.
Enchanted Strike [Ln, Si]	One of target's natural weapons gains +1 bonus on attack and damage rolls.
False Trove	An item radiates magic, even though it is not magical.
Floating Disk [F, A]	Magical disk can carry objects, liquid.
Goodwater [Dr, PE]	Create water that deals damage to undead.
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) [Dr, MA]	Target stays motionless for 1 round.
Noness Toma (Slip Between Sight) [Dr]	You gain a +5 bonus to Sneak checks.
Private Conversation [G]	Allows subjects to speak without being overheard.
Slips [Fa]	Magical slipperiness causes items to be dropped or targets in area to fall.
Stone Shield [E]	Nearby rock protects you as a thinking shield, granting you a +4 shield bonus to Armor Class.
Weakening Ray [NE, Si]	Target takes penalty to Strength.

2ND-LEVEL SPELLS**SIMPLE**

Aid [MA, PE, Ps]	Touched target gains temporary hit points and +1 morale bonus on attacks and saves against fear.
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Bonemask [F, MA, Ps]	Creatures of 6 HD or less are frightened or shaken.
Dry Rain [E]	Rains sand down in a 20-foot radius, inflicting 1d6 points of damage/round and burying targets.
Earthen Claw [E]	Summons a claw made of earth that attacks, inflicting 2d6 points of damage.
Faen Motes [Fa, L]	Creatures in 10-foot-radius spread are outlined with light and possibly blinded.
Feral Song [Ln, MA, Ps, S]	2d6 HD of animals and magical beasts are fascinated.
Grey Burn [Ac]	Stream deals 1d8 points of acid damage/2 levels plus stun.
Helm of Warding	Subject gains +5 bonus to saves against mind-affecting effects.
Honeyed Words [MA, Ps]	Grants a +4 competence bonus to Bluff, Diplomacy checks involving speaking.
Hunter's Boon [Si]	Grants a bonus on Search checks.
Mist Bank [A]	20-foot cloud obscures vision.
Mojh Eye [Dr, MA, Ps]	Your gaze fascinates creatures in a 10-foot-radius spread.
Nimbus of Health [PE, Ps]	Gain 1d10 temporary hp +1/level (max. +10).
Peace [G, MA, Ps, S]	Up to 1d6 creatures stop fighting.
Phantom Trap [MA, Ps]	Creates a false trap that befuddles thieves.
Plunge Deep to the Core	Weapon bypasses +1 damage reduction/5 levels.
Power Craft	Provides source of locomotion to cart, wagon, boat, or ship.



Remove Fear [MA, Ps]	Suppresses fear or gives a +4 bonus on saves against fear for one subject +1/4 levels.
Secret of Flame [F]	Target fire explodes in fireworks or smoke.
Shatter [S]	Sonic attack bursts brittle objects.
Shieldbreaker	Allows one weapon to ignore or break shields, dispels a shimmering shield or called shield.
Status [PE, T]	You keep track of the conditions affecting your comrades.
Thief Ward	Hide and Move Silently checks are made at a -10 penalty.
Undaunted Fixture Welter [F]	Affix two objects together. One creature/level is shaken and must make a Balance check or fall prone.
Woodbane [C, P]	Wooden objects warp and become useless.
Zone of Truth [MA, Ps]	Creatures in a 20-foot radius are compelled to tell the truth.

COMPLEX

Acid Arrow [Ac]	An arrow of acid strikes your target, deals 2d4 damage for 1 round + 1 round/3 levels.
Barksong [P, S]	Tree's song grants +10 bonus to Survival and Knowledge (nature) checks.
Eagle Form	You change yourself into an eagle.
Energy Lash [F]	Creates whip of energy that inflicts 1d6 points of damage +1 / 2 levels.
Flaming Sphere [Fi]	Rolling ball of fire deals 2d6 points of damage.
Form of the Master (Lesser) [G, Si]	Target creature is enlarged.
Grant Quarter [G] (Bonds of Mercy)	Puts one helpless or willing creature/level into an extradimensional prison.
Heartglow [L, PE]	Foes within 10 feet suffer a -1 penalty to attack rolls, saving throws, and checks.
Heat Metal [G, F]	Metal objects get very hot, dealing damage over time.
Hoarfrost [Co, G]	Metal objects get very cold, dealing damage over time.
Idiocy [Fa, MA, Ps, T]	Target takes a 1d6-1 penalty to Intelligence, Wisdom, Charisma.
Magic Sling [F]	Magical sling picks up and hurls item.
Mark of Air (Lesser) [A, R]	Subject has +2 Dexterity bonus plus other power.
Mark of Earth (Lesser) [E, R]	Subject has +2 Strength bonus plus other power.
Mark of Fire (Lesser) [Fi, R]	Subject has +2 Dexterity bonus plus other power.
Mark of Frost (Lesser) [Co, R]	Subject has +1 bonus to Armor Class plus other power.
Mark of Lightning (Lesser) [El, R]	Subject has +1 deflection bonus to Armor Class plus lightning attack.



Mark of Water (Lesser) [R, W]	Subject has +2 Constitution bonus plus other power.
Master's Reduction (Lesser) [G, Si]	Reduces one animal in size.
Mirror Image	Creates eight decoy duplicates of you.
Missile Ward [A]	Grants DR 10/magic (or 10/+1) against ranged weapons.
Oathlands [PE or NE]	An area is warded against (or benefits) undead.
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.
Sense Spell (Lesser)	Learn if spells you name are in effect within Close range.
Shape Wood [P]	A piece of wood is shaped as you desire.
Shrapnel Globe	Creates sphere that explodes, inflicting 1d6 points of damage/2 levels.
Silent Sound [S]	Ranged touch attack inflicts 1d6 points of sonic damage/level (max. 5d6).
Soul Weapon [F, So]	Weapon's threat range and critical multipliers increase.
Sound Burst [S]	Blast of sound breaks solid objects or damages crystalline creatures.
Spectral Hand [F]	Ghostly hand delivers your touch spells.
Static Veil	+1 bonus per level to Will save against scrying attempts.
Tree Shape [P]	You assume the form of a tree.
Vermin Infestation	A swarm of bats, rats, or spiders attacks all creatures in its area.
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.
Augury	You learn whether an action will be good or bad.
Bear's Endurance (Lesser) [Ln, Si]	+4 enhancement bonus to Constitution for one minute/level.
Bull's Strength (Lesser) [Ln, Si]	+4 enhancement bonus to Strength for one minute/level.
Cat's Grace (Lesser) [Ln, Si]	+4 enhancement bonus to Dexterity for one minute/level.
Death Touch [NE]	Dying creature is killed, granting you a +2 bonus to Strength, +1 caster level, and 1d8 temporary hit points.
Detoim Nar (Guided Strike) [Dr, Ps]	Next attack gains a +20 bonus.
Divert Charge	Redirects movement of a charging attacker.
Eagle's Splendor (Lesser) [Ln, Si]	+4 enhancement bonus to Charisma for one minute/level.
Forge Inherited Bond	You and a relative gain a +1 bonus to attacks, saves, and checks.
Fox's Cunning (Lesser) [Ln, Si]	+4 enhancement bonus to Intelligence for one minute/level.
Garris Adon [Dr] (Seeming of Form)	Object seems like something else.
Goodweapon [Dr, PE]	Weapon bypasses damage reduction of certain creatures, automatically confirms critical hits.
Grant Senses	Gives intelligent item ability to see and hear.
Grant Speech	Gives intelligent item ability to speak.
Hunter's Shelter [Si]	Create an elevated extradimensional space to rest or hide in.



Inter [E]	The ground opens up to swallow target.
Legacy	Stores a soundless image of you that's programmed to activate when properly triggered.
Magic Missile [F]	+1 magical missile deals 1d6 points of damage; +1 missile/2 levels above 1st (max. 5).
Owl's Wisdom (Lesser) [Ln, Si]	+4 enhancement bonus to Wisdom for one minute/level.
Pierce [F]	Bolt of energy destroys force protections and inflicts 1d8+1 points of damage per caster level (max. 1d8+10).
Piper's Walk [LD, MA, Ps, S]	All creatures within 100 feet + 10 feet/level are captivated and will follow you.
Stun Item	Intelligent item is stunned for 1 round/level.
Vivid Discharge [El]	Inflicts 2d6 points of electricity damage + 1 point/level (max. +10) on a foe that strikes subject in melee.

3RD-LEVEL SPELLS**SIMPLE**

Arcane Sight (Lesser)	Continual <i>detect magic</i> effect.
Contagion	Touched target contracts disease.
Day's Light [L]	Bright light fills 60-foot-radius area.
Deprivation [C, NE, Ps, T]	Target creature is blinded or deafened.
Dream Learning [MA, Ps]	Sleeping creature you touch studies a subject of your choice while asleep.
Earthbond [E, P]	Creatures in area take damage while moving, may be slowed.
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.
Infusion of Will [Ps]	Up to four creatures are freed from paralysis.
Lethality Denied [MA]	Target inflicts subdual damage rather than normal damage on killing blow.
Master's Summons [G]	Ghostly hand can lead a nearby creature back to you.
Meld Into Stone [E]	You and your gear merge with stone.
Melee Arcana [Dr, MA, Ps]	You and your allies get a +1 bonus on most rolls; enemies get a -1 penalty.
Quench [W]	Extinguishes nonmagical fires, can dispel magical fire, damages fire creatures.
Sweet Honey [LD]	You gain a +30 bonus on Bluff checks.
Unbridled Rage [Ln, MA, Ps]	One creature/3 levels gains +2 bonus to Strength and Constitution, +1 on Will saves, -2 Armor Class penalty.



Warrior's Edge [Ln] Threat range of target weapon improves.

COMPLEX

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

Arcane Keening [S] Cone deals 1d8 points sonic damage/2 caster levels and stuns.

Art of Sound [Fa, S] Create, deaden, or transform sounds.

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

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

Choking Mists [A] 20-foot-radius cloud bank nauseates creatures.

Cliffwalker [Si] Touched creature gains climb speed.

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

Displacement Foes have 50% miss chance against creature touched.

Dolphin Form You change yourself into a dolphin.

Elan [MA, Ps] One creature/level gains a +2 bonus on attacks, damage, saves, and checks.

Extended Charge [Dr] Allows the use of a charged item without losing charges.

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

Fey Ward [Fa] Barrier keeps out fey creatures.

Fire Strike [Fi] Bolt deals 1d8 points of fire damage/2 levels and stuns.

Flame Arrow [Fi] 50 projectiles deal an extra 1d6 points of fire damage.

Foil Tracer Teleport spells cannot be traced.

Gaseous Form [A] Target becomes insubstantial and can fly slowly for two minutes/level.

Godspeed Increases speed to 60 feet and adds +2 haste bonus to Armor Class.

Grave Touch [NE] Touch attack paralyzes target, which exudes stench that sickens those nearby.

Haven [F] Magical dome provides shelter for 10 creatures.

Hide Spell Hide one currently active spell from magical detection.

Induce Vulnerability Targets suffer double damage from one energy type.

Item from Beyond Sends object to scried subject.

Lightning Stroke [El] Stroke deals 1d8 points of electricity damage/2 caster levels and stuns.

Living Edict [PE] Halts up to three undead.

Magic Armor (Greater) Grants +1 armor bonus/3 caster levels (+5 max.).

Memnock's Frozen Burst [Co] Ice globe deals 1d8 points of cold damage and stuns creatures in area.

Phantom Steed [F] You conjure a quasi-real steed.

Scry Retaliation [F] Inflicts 1d6 points of damage/2 levels upon scrier.

Snare [Si] Rope or vine creates a magic trap.

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

Water Walking [W] One creature/level can walk on liquid surfaces.

Winter's Kiss [P] Reduces size or blights growth of normal plants.

EXOTIC

Abuashne [Dr] (Share Armor) You transfer your natural armor to subject.

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.

Altered Shape Assume form of a similar creature.

Battlespeed [Ln, Ps] One creature/level can make extra attack, gains +1 bonus on attacks and Reflex saving throws, +1 bonus to Armor Class, and +30 feet to speed.

Bonds Arcane (Lesser) [F] Target creature freezes in place for 1 round/level.

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

Exhausting Ray [NE] Target struck by ranged touch attack becomes exhausted or fatigued.

Explosive Runes [F, R] Magical writings deal 6d6 points of force damage when read.

Glyph of Warding (Lesser) [R] Magical trap can store a spell or deal 1d8 points of damage/2 caster levels.

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

Healing Aura [PE] You heal 2d6 points of damage upon those you touch.

Just Reversal Reflects enchantment back at caster.

Kin Link [T] Creates mental connection between relatives.

Mirror Shield Reflects ray spells back at their caster.

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

Pain Touch (Greater) [NE] Touch attack deals 3d8 points of damage +1 point/level.

Peaceful Weapon [F, G] Target weapon cannot inflict damage.

Ritual of Life [G, P, PE] Spurs growth or improves yield of normal plants.

Searing Blast [Li] Ray deals 1d8 points of damage/2 levels, 1d6 points/level against undead.

Starfade You wink in and out of sight, giving foes a 50% miss chance.



Stasis Trap [F, R]	Magical writing traps a creature that reads it.
Storm Fury [A, EI]	You call lightning bolts from the sky.
Temporal Venom	Creates poison that disrupts target's connection with time.
Touch of the Vampire [NE]	Your touch deals 1d6 points of damage/2 levels, and you gain an equal amount of temporary hit points.

4TH-LEVEL SPELLS

SIMPLE

Bestow Curse [C, NE]	Touched creature is cursed (−6 penalty to an ability, −4 penalty to attacks, saves, ability checks and skill checks).
Binding Pact [G, 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.
Bone Tattoo [R]	Gives SR 10 + level against shapechange, cold, and mind-affecting attacks.
Bully's Curse [C, MA, T]	Foe suffers −4 penalty to attacks and −2 penalty to Armor Class against creatures of fewer Hit Dice.
Burning Rain [Fi, W]	Targets suffer 2d6 points of fire damage/round.
Confusion [Fa, MA, Ps]	Creatures in a 15-foot-radius burst behave erratically.

Curtain of Flame [Dr, Fi]	Opaque sheet or ring of flame deals damage to those close by or passing through it.
Death Ward [PE]	Touched creature is immune to death and negative energy effects.
Gaze of the Sibecai [LD, Ps, Si]	Your gaze reveals whether subjects are lying.
Heroism [Ln, MA, Ps, T]	Target gains +3 bonus on attacks, saves, and skill checks, +4 bonus on saves against fear, and temporary hit points equal to one-half caster level.
Oathbind (Lesser) [LD, MA, Ps, T]	Compels target to perform a directive you give it.
Precognitive Flashes [Ps]	Caster gains +1 insight bonus to attack rolls, Armor Class, and Reflex saving throws.

COMPLEX

Aerial Step [A, Fa]	Target creature can walk on air for 10 minutes/level.
Antiplant Shell [P]	Plants and plant creatures cannot come within a 10-foot radius of you.
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 [Dr]	Magic items inflict 50% more damage.	Mark of Fire (Greater) [Fi, R]	Subject has resistance to fire 20 and other power.
Control Creature of the Mist [A]	Creature of the mist obeys your commands.	Mark of Frost (Greater) [Co, R]	Subject has resistance to cold 20 and other power.
Create Creature of the Mist (Lesser) [A]	Creates creature of the mist up to CR 5.	Mark of Lightning (Greater) [El, R]	Subject has +3 deflection bonus to Armor Class and other power.
Ethereal Prison [T]	Imprisons one helpless or willing creature on the Ethereal plane forever.	Mark of Water (Greater) [R, W]	Subject can breathe water and has other power.
Feedback [El]	Target suffers 1d8 + 1 points of damage/level if specified action is taken.	Oathchord	Magically seals an agreement.
Fire Rupture [Fi]	Target object explodes in burst that deals 1d6 points of fire damage/2 caster levels plus 3d6 points of piercing damage.	Rainbow Pattern [Li, MA, Ps]	Fascinates up to 24 HD of creatures.
Flaming Corrosion [Ac, Fi]	Inflicts 1d6 points of damage/level (10d6 max.)—half acid, half fire.	Rusting Grasp [A, W]	Your touch rusts metal.
Freedom of Movement	Subject moves normally despite impediments of magic or environment.	Shield of Flame and Frost [Co or Fi]	Shield of magical flame protects you from cold or fire, deals damage to your attackers.
Gaze of Destruction	Caster's next spell becomes a gaze attack.	Teleport Coordinates Transfer [Ps]	Information about destination is transferred.
Giant Vermin [G]	Up to three vermin are enlarged and attack at your command.	Threatening Weapon [F]	Weapon of force threatens target.
Grasping Mists [A]	20-foot cloud bank obscures sight, slows creatures within it.	Vermin Purge	Insects, spiders, and other vermin cannot approach closer than 10 feet.
Halo of Glory [L, PE]	Creature gains celestial template.	Warrior's Shelter [Ln]	A sturdy cottage is conjured where you can rest.
Mark of Air (Greater) [A, R]	Subject can fly at speed 40 and has other power.	Whisper Zone [S]	5-foot-radius emanation keeps others from hearing you speak, protects against sonic effects.
Mark of Earth (Greater) [E, R]	Subject has damage reduction 10/magic (or 10/+1) and other power.	Wildstorm of Il-Tarthes [Co, G]	Hailstorm deals 3d6 points of bludgeoning damage, 2d6 points of cold damage.

EXOTIC

Aeonian Lantern [L]	Magical unmoving lantern imparts a –2 penalty to foes' attacks, saving throws, and checks.
Apolioth's Condemnation	Burst inflicts 10d6 points of damage and entangles foes.
Arcana Evolved [Dr, T]	Target creature gains the ability to cast spells.
Coldscream [Co, S]	Inflicts 1d6 points of damage/level (10d6 max.)—half sonic, half cold.
Eye of the Dragon [Dr, Ps]	Floating magical eye can scout for you.
Green Friend [P]	You can converse with plants to obtain information on the surroundings.
Hidden Object	Object can only be seen through magic glass.
Id Beast [C, Fe, MA, Ps, T]	Target sees a creature it fears, takes up to 100 points of damage.
Ilrosos Tobor (Roses of Life) [Dr, PE]	Creates magical roses that heal 1d8 points of damage.
Knavescour [Ac]	Protects items with a trap that inflicts 1d6 points of acid damage/level.
Lightning Rod [Any Energy]	Rod absorbs energy, suppresses effects of a designated energy type in the area.
Mirror Calling (Lesser) [Varies]	Call forth creature you see in mirror (max. 8 HD).
Mirror Spell (Lesser)	Switches a noninstantaneous 3rd-level or lower spell from one target to another.
Mortal Bane (Lesser) [NE]	Subject gains 1d4 negative levels.
Prohibitus (Lesser) [Dr]	Extradimensional travel is blocked.
Robe of Reflection	Sends one type of energy damage to another creature.
Slay Illusion	Creates illusion that destroys other illusions.
Soul Burst [NE]	20-foot-radius burst inflicts 1d6 points of damage/level to living creatures only.
Soul Fire [Dr, So]	Sworn enemies suffer 1d8 points of damage/2 levels and are staggered.
Spelltrap	Prepares gem that is triggered by specific spell.
Suppress Lesser [MA]	Lower-level mage cannot cast spells.
Temporary Evolution [Dr]	Touched creature takes on evolved level or evolved template for 1 round/level.
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/2 levels that negates attacks of opportunity and inflicts 2d6 points of damage.

5TH-LEVEL SPELLS**SIMPLE**

Animal Evolution [Dr]	Enlarges one animal/2 levels.
Aura of Trust [Fa, MA, Ps]	Charm creatures within 25 feet + 5 feet/2 levels.
Commune With Nature [E, G, P]	Gain knowledge of the surrounding area within one mile/level.
Control Water [W]	Raise or lower water to affect ships and creatures in the area.
Discordant Chord [MA, Ps, S]	Music you create causes creatures to attack each other.
Earth's Embrace	Gives caster DR 5/adamantine (or 10/+1) and creates a protective shell that wards caster from all attacks.
Earthtrick [E]	Transform mud to rock or vice versa.
Light of the Earth [E, L, PE]	Light shines up through cracks in the ground, inflicting 1d8 points of damage/2 levels to undead.
Sending [LD, Ps]	You and another creature exchange messages across any distance.

COMPLEX

Blazing Light [Fa, L, PE]	Ray inflicts 1d8 points of damage/caster level, and undead suffer more.
Burning Ram [Fi]	Mass of super-hot flame can bull rush or make charge attack.
Command Plants [P]	Plant creatures within Close range do your bidding.
Disrupting Weapon [PE]	Melee weapon destroys undead with Hit Dice less than your caster level.
Divinatory	Previous activities cannot be detected with divination magic.
Expungement	Controls all the actions of an intelligent item.
Dominate Item	Controls all the actions of an intelligent item.
Energy Shroud [Varies]	Undead are granted a shroud of chosen element that grants powers.
False Vision	Illusion fools scrying attempts.
Form of the Master (Greater) [G, Si]	Enlarges one creature/level.
Halo of Shelter [PE]	Surrounds target with energy field that absorbs 5 hp/level.
Inferno [Fi, PE, Ps]	A pillar of flame deals 1d6 points of fire damage/level.
Master's Reduction (Greater) [G, Si]	One animal/level is reduced in size.
Master's Ward [F, G]	Giant disembodied hand keeps creatures at bay.
Mists of Befuddlement [MA, Ps]	20-foot cloud bank gives –10 penalty on Wisdom checks, Will saves.
Molten Blast [E, Fi]	Summons a blast of hot magma that inflicts 1d6 points of damage/caster level and encases foes in rocky shell.



Questing Soul [NE/PE/So]	Receive the answers to yes or no questions while in a trancelike state.
Quickening [P]	An animal or tree is awakened and is friendly toward you.
Shadow Calling [NE]	Change nearby shadows into animate shadow creatures using the power of the Dark.
Tangle Void [Dr]	Magical strands grapple creatures in 20-foot-radius spread.
Teleport Block	No teleports allowed into 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.
Baleful Polymorph [C, T]	Target creature is turned into a Small animal of 1 HD or less.
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 [G, Ps]	You know general status of a city's population and can find and communicate with anyone in it.
Curse of Wounding [C, T]	50% of attacks targeting creature that normally would miss now hit.
Devouring Swarm [C]	Summon one swarm of locusts/3 levels.
Dismissal [G, T]	Force an extraplanar creature to its home plane.
Dragonskin [Dr]	Grants +4 natural armor plus elemental resistance 10.
Dreamwalk [MA, Ps]	Sends a message to a sleeping creature.
Hallowed Earth [Ps, So]	A 40-foot radius area is protected against enemies and undead for one year.
Harroc Adulese (Hunter Serpent) [Dr]	Energy snake hunts specific type of creature, inflicts 1d6 points of damage/level.
Havoc [A, E]	Those in target area suffer 3d6 points of random impact damage and may shift position due to high winds and buckling earth.
Ke vessa Gul [Dr] (Spines of Death)	You gain spines that you can use as melee or ranged weapons.
Kin Curse [C, MA, T]	Target is compelled to kill nearest relative.
Line in the Sand [E, G, MA]	Those who cross a line you designate must obey a single command.
Lion's Eye [Ln]	See things as they really are within 120 feet.

Lore Quest [NE/PE/Ps]	Seek answers from extraplanar or spiritual source.
Mirror Blast [F]	Blast inflicts 1d6 points of damage/caster level (max. 15d6)—half force, half slashing.
Mirror Theft	Pull an item through a mirror to your side.
Nightmare [MA, Ps, T]	Unsettling vision deals 1d10 points of damage, fatigues target.
Oath of Loyalty [C, Ps, T]	Target suffers penalties if he or she breaks an oath.
Overcome Force	Subject becomes immune to force damage and can walk through wall of force.
Peer Into the Future [Ps]	You look at a random moment in your possible future.
Phantom Foil	Creates phantasms that negate sneak attacks.
Purge [MA, NE/PE, Ps, T]	Subject who broke an oath is forgiven.
Quintelemental Blast [Varies]	Cone inflicts 1d6 points of damage/level of whatever type of damage target is susceptible to.
Ritual of Despair [Dr, NE, P]	Deal 1d6 points of damage/level against a plant creature, or cause normal plants to wither and die.
Scry Reverse	You automatically scry person scrying you.
Shield of Light [L]	Grants a +2 armor bonus and a +1 enhancement bonus to Armor Class/3 caster levels, plus undead cannot attack.
Snow Breath [Co]	Cone of extreme cold deals 1d6 points of cold damage.
Soul Exchange [MA, Ps]	Subject's soul is trapped as you take over its body.
Spine Tendril	Creates a tendril that grapples or disarms.
Trove [Dr]	You hide a magic chest on the Ethereal plane.
Vapors of Death [A]	Poisonous cloud kills creatures of 3 HD or less, causes 4–6 HD creatures to save or die, and deals 1d10 points of damage to others.
Vicious Summons	Summons fiendish dire weasel on a creature, automatically inflicting damage.
Warding Arcana [Dr]	A 10-foot-radius sphere excludes spell effects of 3rd level or lower.
Zone of Speed [Fa]	Movement through 20-foot sphere has a maximum speed that you set.

6TH-LEVEL SPELLS

SIMPLE

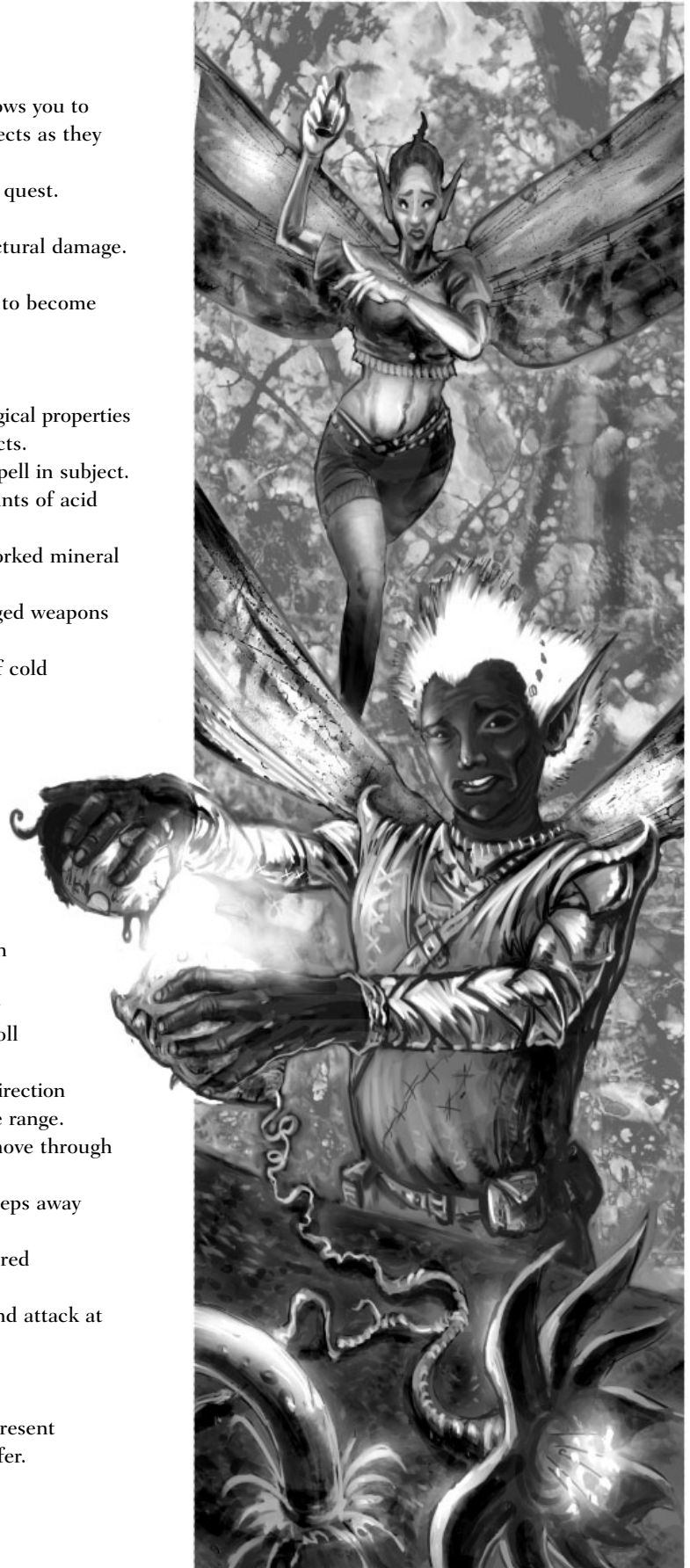
- Arcane Sight (Greater)** Continual *detect magic* effect allows you to determine spells and magical effects as they are cast.
- Oathbind (Greater)** Target is compelled to perform a quest.
[LD, MA, Ps, T]
- Sympathetic Vibration [S]** You create sounds that deal structural damage.
- Weariness of the Soul [NE]** Cone of energy causes creatures to become exhausted.

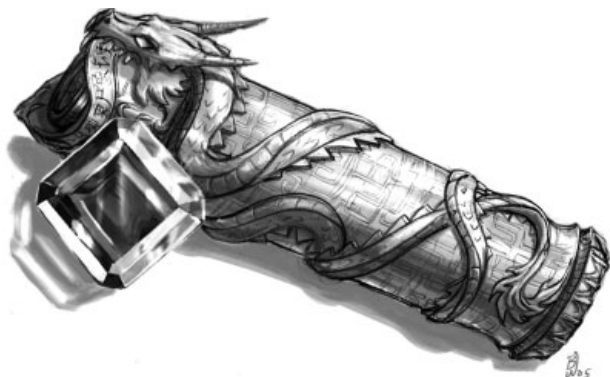
COMPLEX

- Analyze Dweomer [Ps]** You can discern all spells and magical properties in a number of creatures or objects.
- Conditional Spell** Designated spell triggers stored spell in subject.
- Corrosive Mists [Ac, A]** 20-foot cloud bank deals 2d6 points of acid damage/round.
- Earthspeak [E, LD]** You can communicate with unworked mineral and stone.
- Fire Seeds [F, P]** Seeds are turned into magic ranged weapons or bombs.
- Freezing Sphere [Co]** A frigid globe deals 1d6 points of cold damage/level.
- Glory of the Beast [PE]** Animal gains celestial template, maximum hit points, and a +2 bonus to all ability scores.
- Hexing Gaze [C, F, NE]** Your gaze attack renders creatures sickened, panicked, or comatose.
- Master's Edict [F, G]** Giant disembodied hand pushes enemies away.
- Move Earth [E]** Dig trenches and build hills in an area up to 750 feet square.
- Prophetic Warning [MA, T]** Target can succeed at one save or force one foe to miss an attack roll automatically.
- Sense Spell (Lesser)** Learn the names, distance, and direction of all spells in effect within Close range.
- Shadow Walk [D, Tp]** You and one creature/level can move through shadows.
- Sudden Wave [W]** Creates a wave of water that sweeps away creatures and objects.
- Teleport Tracer [Ps]** Destination of teleport is discovered
- Touch of Elan** Inanimate objects come to life and attack at your command.

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.





Antilife Shell [F, NE]	Living creatures cannot come within 10 feet of you.
Arboreal Leap [P, Tp]	You and one creature/3 levels can teleport through plants.
Bear's Endurance (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Constitution for one minute/level.
Bull's Strength (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Strength for one minute/level.
Call of the Emerald [T]	Forces a creature to steal an object.
Call of the Sapphire [T]	Forces a creature to go home.
Cat's Grace (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Dexterity for one minute/level.
Chain Lightning [El]	1d6 points of electricity damage/level to first target; one secondary target/level takes half damage.
Delusion [Fa]	You change the appearance of a number of creatures.
Eagle's Splendor (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Charisma for one minute/level.
Energy Deluge [Varies]	Inflicts 1d6 points of energy damage per level (specified type, max. 15d6) out to 100 feet.
Ferrod Adul Vestorimin [Dr, PE] (Vestorimin's Golden Aura)	You are surrounded by a null magic zone that affects only negative energy spells.
Flashing Death [F]	A curtain of blades provides one-half cover, deals 1d6 points of damage/level.
Fox's Cunning (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Intelligence for one minute/level.
Fury [NE, So]	Target suffers 10 points of damage/level.
Gestalt	Fuses two creatures into one.
Glyph of Warding (Greater) [R]	Magical trap can store a spell or deal 10d8 points of damage.

Mirror Calling (Greater) [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.
Owl's Wisdom (Greater) [Ln, Si]	One creature/level gains +4 enhancement bonus to Wisdom for one minute/level.
Prorogate Death	Allows subject to act below its dying score and go on living after reaching its dead score.
Reincarnate [PE, T]	Dead creature is brought back to life as something else.
Ritual of the Mists [A, Dr]	Sanctum or stronghold is warded with a number of defensive spells.
Scry Blast [F]	Inflicts 1d4 points of damage/2 levels upon scried subject.
Seal Arcana [G, So]	You seal an area against teleportation, summoning, and other planar travel.
Secret of Stone [G]	Turn flesh to stone or vice versa.
Spirit of the Wanderer [Si]	The shortest, most direct route to a specified destination is revealed to you.
Temporal Warding	Precast a spell to protect you later.
Words of Undoing [Dr, G, PE]	Enchantments and curses can be broken with a caster power check.

7TH-LEVEL SPELLS

SIMPLE

Command Metal [E]	Commands a metal object as a free action to move, attack, or change shape.
Insanity [C, MA, Ps, T]	Target is permanently confused.
Redemption From Harm [PE]	Undoes the effects of a negative energy spell cast within 1 round.
Sleep of Ages [G, T]	Willing creature is put into comatose state and hidden from sight and divination.

COMPLEX

Changestaff [P]	Changes a staff into a treewardenlike creature.
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/level and stunning.
Flight (Mass) [A]	One creature/level can fly at speed 60.
Green Walk [P]	Plants become animate and attack at your command.
Kozo Strike [L]	You shoot one light beam/round that deals 4d6 points of damage, or 1d6 points of damage/level to undead.

Master Creature of the Mist [A, MA]	Controls a creature of the mist permanently.
Master's Hold [F, G]	Giant disembodied hand can grapple opponents.
Materia Bond [Ps, R, Tp]	You can summon a specially prepared object to you.
Mind Screen [Dr]	Illusion fools scrying attempts and direct observation for 24 hours.
Repel Matter [E or P]	Pushes inanimate objects away from you.
Repulsion [F]	Keeps creatures at bay.
Scout's Eyes [Ln]	A number of levitating eyes scout for you.
True Lore [Ps]	Ask up to one question/2 levels about any creature, place, or object.
Vengeful Spell Resistance	Grants SR 12 + caster level; enemy casters who resist spell suffer 2d6 + level in points of damage.
Window to Elsewhere	Creates view into another location.
EXOTIC	
Banishment [T]	Force extraplanar creatures out of your home plane.
Bonds Arcane (Greater) [F]	One target creature/3 levels is frozen in place.
Call of the Diamond [T]	Forces creature to come to your location.
Cross of Energy [Varies]	Four energy bolts inflict 1d6 points of damage/level (15d6 max.).
Diabolich Portam (Devil's Gate) [Dr]	Creates doorway to hell through which one devil might appear per round.
Forcecage [F]	Prison of invisible force traps all inside.
Fourfold	Send up to four targets to another plane temporarily.
Ostracism	
Futuresight [Ps]	Look at a random moment in a creature's possible future.
Hallowed Halls [F]	Conjures an extradimensional dwelling for two hours/level.
Heroes' Feast [P, Si, W]	Conjured meal cures diseases and sickness, grants poison immunity, temporary hit points, +1 bonus on attack rolls and Will saving throws, and immunity to fear.
Illusion of Self [Ps]	Illusory duplicate allows you to use its senses, can cast spells.
Inquisitor's Fury [NE or PE, S, So]	Your foes are weakened, dazed, paralyzed, or killed.
Mirror Portal	Creates one-way magic passage between two mirrors
Prohibit Kind	Puts all creatures other than specified type into stasis.
Reverse Gravity [E, G, Ps]	Gravity is reversed, causing things to fall up.

Vessa Kornari (Steal Heart) [Dr, 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.
Protection From Spells	One target/4 levels gets a +8 bonus on saves against spells, spell-like abilities.
Rapturous Dance [Fa, MA, Ps]	Target creature is forced to dance.

COMPLEX

Castigation [MA, Ps, S, T]	Stun, blind, or kill a creature, depending on its hit points.
Chains of Anti-magic Demand [LD, MA, Ps]	Binds target in chains that prevent use of spells and abilities.
Discern Location [G]	Sends a magical message and <i>suggestion</i> to a target.
Form of the Beast [Ln]	Locate a creature or object, even if magically hidden.
Imbue Guardian	One creature/level takes on animal form.
Kozo Blast [L]	Sets an eternal guardian to watch over an area.
Mark of Death [NE]	Ball of light bursts for 6d6 points of damage, 1d6 points of damage/level against undead.
Master's Wrath [F, G]	Subject is immune to death effects and has other power.
Mirror Spell (Greater)	Giant disembodied hand can attack creatures.
Oath Cloak [Dr, PE, Ps, So]	Switches a non-Instantaneous 7th-level or lower spell from one target to another.
Oreskin [G, Si]	Warded creatures gain SR 25, +4 bonus to AC and on saves against your foes, plus immunity to mental influence.
Refuge [Tp]	You gain DR 20/magic (or 15/+5) and immunities as your body transforms into metal.
Vengeance of Nature	A specially prepared focus instantly transports the possessor to your refuge, or transports you to the possessor.
	Metal is transformed permanently into wood.

EXOTIC

Arathan's Spiritual Soldier [PE]	Creates statue that absorbs incorporeal undead and becomes a stone golem under your control.
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Burning Mists [A, Fi]	20-foot-radius cloud deals 4d6 points of fire damage/round.
City Transport [G]	You can teleport anywhere in a city every other round.
Clone [T]	Creates a duplicate of a creature.
Disintegration Field	Creates an area where matter is disintegrated.
Fuse Line [Dr]	Two subjects share traits with future offspring.
Giant's Fury [E, G]	80-foot-radius spread is hit by an earthquake.
Jisgus Sepa [Dr, 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.
Mind Blank [MA, Ps]	Subject is protected against mind-affecting spells and effects, and against divinations that would reveal thoughts.
Nature's Ire	Swarms of centipedes attack at your command.
Piercing Ice [A, Co]	Ray of ice deals 1d6 points of cold damage/level.
Polymorph Any Object [C]	Transform just about anything into nearly anything else.
Pretur Ar Nuade (Hoard Ward) [Dr, Tp]	Intruders in warded area are teleported to specific destination.
Prismatic Arcana [Dr]	A wall of colorful light deals damage or kills foes that pass through.
Prohibitus (Greater) [Dr]	Extradimensional travel is blocked in 20-foot radius.
Ritual of Binding [C, Dr, MA, Ps]	A creature is magically held against its will.
Slassan Warren [F]	Extradimensional maze traps one creature.
Spirit Colors [Fa, Li]	Twisting colors render creatures confused, stunned, or unconscious.
Utter Thrall [MA, Ps, T]	Completely enslaves one humanoid.
Wrath of Ages [MA, Ps]	An area is warded for one day/level against intrusion.

9TH-LEVEL SPELLS

SIMPLE

Freedom [G, Ps]	Target is freed from all spells and effects of 7th level and lower.
Sphere of Deterioration	All creatures in range suffer 1d6 points of cumulative damage/round.
Storm of the Master's Vengeance [A, El, G]	Storm rains acid, lightning, and hail.

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.
Feral Walker [P]	Summon 1d4+2 feral walkers.
Master's Fury [F, G]	Giant disembodied hand can crush opponents.
Soul Walk [Dr, NE/PE, So]	You and companions travel to the Astral plane.
Timelore [Dr]	You gain warnings of impending danger or harm.

EXOTIC

Legacy of Eldritch Might	You pass on spellcasting skill to a relative.
Lord of the City [G, Ps]	You know general status of a city's population, are aware of major issues and threats, and can find and communicate with anyone in it.
Mists of Madness [MA, R]	Moving mist deals 1d4 points of Wisdom damage/round, persists indefinitely.
Mortal Bane (Greater) [NE]	Subject gains 2d4 negative levels, must save against level drain.
Squamous Pulse [G]	Halves natural armor bonus and deals 1d6 points of damage/natural armor bonus point.
Teleportation Circle [R, Tp]	Circle teleports any creatures inside to designated spot.
Wish [Dr]	Your desires become reality.

10TH-LEVEL SPELLS

COMPLEX

Vengeance of Spheres [Dr, Fi]	Orbs of fire shoot from you, knocking creatures prone and detonating for massive damage.
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EXOTIC

Magma Burst [E, Fi]	Creates a huge volcanic pit that inflicts 20d6 points of damage.
One Step Beyond [Ps]	Targets become nearly immune to divination.
Sunfire Tomb [L, T]	Imprisons target in the sun.
Temporatorium [Dr]	You speed time up for yourself and can take multiple turns in a row.

CHAPTER TWO:

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.

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

For our purposes in the *Spell Treasury*, magic is defined by spells. And as any *Arcana Evolved* player knows, the spells in that system showcase the 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 various templates. Most are defined by a large and exacting number of descriptors (listed in Chapter One).

Spells are at the center of the *Arcana Evolved* game, and this new grimoire adds well over five hundred exciting new magical options for any character.

ABUASHNE (SHARE ARMOR)

Abjuration [Dragon]

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 any 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: In this version of the spell, the natural armor bonus cannot exceed +2 and does not stack with existing natural armor.

Heightened Effects: The duration becomes one hour per level.

Magic Item Creation Modifier: Constant N/A



ACID ARROW

Conjuration (Creation) [Acid]

Level: 2 (Complex)

Casting Time: Standard action

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

Target: One creature or object

Duration: 1 round + 1 round/three levels

Saving Throw: None

Spell Resistance: No

With a distinct popping noise, a silvery-blue arrow of acid shoots from your hand and flies toward the target. You must succeed at a ranged touch attack to hit. On a hit, the arrow burrows into the target, dealing 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 18th), the acid lasts another round, dealing an additional 2d4 points of damage that round unless neutralized.

Diminished Effects: The spell's range decreases to Close (25 feet + 5 feet per two caster levels), and both initial and secondary damage fall to 1d4 points.

Heightened Effects: The arrow takes on a blackish-blue sheen. Each round the target takes acid damage, it also suffers 1 point of temporary Strength damage.



ACID SPLASH

Conjuration (Creation) [Acid]

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Upon casting this spell, you conjure a silvery-blue orb of acid above the palm of your hand. It instantaneously streaks toward your designated target. You must succeed at a ranged touch attack to hit. Upon striking the target, the orb deals 1d3 points of acid damage.

Heightened Effects: The orb takes on a blackish-blue sheen. You may choose to hold it for up to 1 round before selecting a target as a free action. If you do not choose a target after 1 round, you take 1d3 points of acid damage and the orb vanishes. If it hits its target, the orb deals 1d4 points of acid damage. As well, the target must make a Reflex save or suffer 1 point of Strength damage.

ACIDIC CURSE

Evocation [Acid]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 lasts one day per caster level.

ACIDIC GLOBES

Evocation [Acid]

Level: 3 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 like 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 a target who fails the saving throw.

Diminished Effects: You get only one globe in this version of the spell.

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

Magic Item Creation Modifier: Constant ×2

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 attack with this weapon with no non-proficiency 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: The range becomes touch and the target becomes one creature.

Magic Item Creation Modifier: Constant ×2

AEONIAN LANTERN

Conjuration (Creation) [Faen, 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 equals that of a normal lantern (30-foot radius), all opponents suffer a –2 morale penalty to attacks, saving throws, 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. As the caster, you (and those to whom you teach 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 per level.

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

Magic Item Creation Modifiers: Charged ×4, constant ×4, single-use ×2, spell-completion ×2

AERIAL STEP

Transmutation [Air, Faen]

Level: 4 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** One creature**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** Yes (harmless)

This spell allows the target to walk on air as if it were solid ground. Moving up or down is similar to walking up or down a hill. As the target walks, light blue ripples of energy appear under its feet, as if it were walking across a nearly invisible sheet of silk (this effect does not affect a target's ability to hide, nor does it negate invisibility). The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the target's normal land speed.

Strong winds (21+ mph) can push the target along, hold it back, or even move it to one side. At the end of its turn each round, the target is blown 5 feet for every five miles per hour of wind speed above 20 mph. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Concentration checks in such conditions take a –2 penalty.

Should the spell's duration expire while the target is still aloft, the magic slowly fails. The target floats downward 60 feet per round for 1d6 rounds. During each round the target descends, it also moves forward a distance equal to half the speed it moved the last round the spell was in effect. If the target reaches the ground in that amount of time, it lands safely. If not, it plummets the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the target also descends in this way if the *aerial step* spell is dispelled. However, if the subject moves into an area where magic does not work, the spell ends and the subject immediately falls.

A mount can be trained to move while under the effects of *aerial step*. This training counts as a trick that takes one week of time and requires a Handle Animal check (DC 25). Mounts not trained for this spell will balk, buck, and generally be difficult to ride. Such animals take a –4 penalty on all saves against fear while under this spell effect, and all Ride checks are made at a –8 penalty. Untrained animals may *aerial step* at only one-half their normal land walking speed.

Diminished Effects: The duration is reduced to one minute per level. Further, the subject appears to be stepping between solid blue disks, giving it a –4 penalty on Sneak checks made to hide and allowing other creatures to target the square it is in if the subject is invisible.

Heightened Effects: You may affect one target per five full caster levels. The targets truly become one with the air,



and can make a double move (but not a run). The targets can also move up or down as if climbing a ladder (although angles steeper than 45 degrees limit a target's movement to its walking rate).

Magic Item Creation Modifier: Constant $\times 1.5$

AID

Enchantment (Compulsion)

[Mind-Affecting, Positive Energy, Psionic]

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: Living creature touched

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

A soft white light briefly enshrouds your target as you complete the casting of this spell. For the duration, your target's eyes (if any) retain a slight glow. Your target gains a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to $1d8 + \text{your caster level}$ (maximum $1d8+10$).

Diminished Effects: The duration is only 1 round per level. Additionally, the target gains temporary hit points equal to $1d4 + 1$ point per two caster levels (maximum $1d4+5$).

Heightened Effects: The range becomes Close (25 feet + 5 feet per two levels). Additionally, the target gains a +2 enhancement bonus to Strength, Constitution, or Dexterity (your choice).

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 (your readied spells do not change). Exactly 24 hours after the casting of this spell, you suffer $4d6$ points of subdual 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 cur-*

rent 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 unusual 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, in addition to its normal effects, also frees you of any unwanted, nonpermanent, or Instantaneous enchantments or transformations.

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

ALARM

Abjuration [Dragon, Varies]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 20-foot-radius emanation centered on a point in space

Duration: Two hours/level (D)

Saving Throw: None

Spell Resistance: No

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

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. This version of the spell carries the sonic descriptor.

In quiet conditions, one can hear the ringing faintly from as far away as 180 feet. The sound lasts for 1 round. Creatures within an area of magical silence cannot hear the ringing.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within one mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A *silent sheath* spell has no effect on a mental *alarm*. If you choose this option, the spell takes on the psionic descriptor.

You may choose to be warned only if a specific target approaches by using the target's truenam. If you cast the spell in this manner, the area is increased by 20 feet per level (maximum +200 feet). This version of the spell carries the truenam descriptor.

Diminished Effects: The spell may be cast only as an audible *alarm*. Further, the duration falls to 10 minutes per level.

Heightened Effects: If you cast this spell with an audible *alarm*, you may choose the type of sound that it makes, as

well as a source for the sound within the area of the spell. You may choose the sound of running feet, barking dogs, guards shouting, or any similar sounds that could be made by two or three Medium creatures. If you cast this spell with a mental alarm, you may alert one additional creature within range per three caster levels (to a maximum of five additional creatures).

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

ALIKABA'S GIFT

Transmutation [Teleportation]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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/two 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.

ALTERED SHAPE

Transmutation

Level: 3 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

When you cast this spell, a green glow covers your body. You hunch over and twitch from muscle action as your form alters. Upon completion, you assume the form of a creature of the same type as your normal form (this may make the form less useful for some races). The new form must be within one size category of your normal size. The maximum Hit Dice of an assumed form is equal to your caster level, to a maximum of 5 HD. You can change into a member of your own kind or even into yourself. Once you select the form, you remain in it until the spell's duration ends or some other effect causes your shape to change again.

You retain your own mental ability scores. Your class and level, hit points, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack). You also keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels,



unless the new form also has those exact same special attacks and qualities.

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) and have limbs capable of fine manipulation.

You acquire the physical qualities of the new form while retaining your own mind. These physical qualities include, but are not limited to: natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, any gross physical qualities (presence or absence of wings, number of extremities, and so forth), and physical ability scores (Strength, Dexterity, and Constitution). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You do not gain any proficiencies or any natural weaponry of the new form.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth, unless the new form has the exact same extraordinary ability as your old form.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. To the casual observer, you appear as an average member of the new form's race. If your form is closely scrutinized, you receive a +10 enhancement bonus on your Disguise check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and functions once again. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of

the body or piece of equipment that is separated from the whole reverts to its true form.

This spell requires obtaining a small physical sample of the type of creature you are becoming (such as a tooth or a bit of hair). This material component is consumed in the casting.

Diminished Effects: This spell allows only minor alterations to your form. You select and receive a single physical trait of a creature, such as claws for climbing, natural armor, or a larger or smaller size. If you are trying to disguise yourself as a specific creature type, you receive a +4 enhancement bonus on your Disguise check.

Heightened Effects: You may cast this spell on a willing subject. The subject receives a single physical trait of the creature you have selected, such as claws for climbing, natural armor, or a larger or smaller size. If you are specifically trying to disguise the target as a specific creature type, your target receives a +4 enhancement bonus on its Disguise check. The type of creature you select must be of the same type as your target. If unwilling, the subject gains a Will save against the effects, and spell resistance applies.

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

ANALYZE DWEOMER

Divination [Psionic]

Level: 6 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One object or creature per caster level

Duration: 1 round/level (D)

Saving Throw: None or Will negates (see text)

Spell Resistance: No

Upon casting this spell, your eyes (if any) go white, and to a casual observer you may appear to be blind. You are able to discern all spells and magical properties present in a number of creatures or objects. Each round as a free action, you may examine a single creature or object within range that you can see. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges remain (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

A creature or an attended object may attempt a Will save to resist this effect if the creature or the object's holder so desires. If the save succeeds, you learn nothing about the target except what you can discern by looking at it. A target that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

This spell cannot determine a creature's innate supernatural or extraordinary properties, nor a creature's true-name. *Analyze dweomer* does not function when used on an artifact.

Casting this spell requires the consumption of a specially prepared focus worth at least 1,500 gp. Sample foci might include a sapphire carved in the shape of an owl or a wristband woven from spun silver.

Diminished Effects: In a single round, you can discern only one magical property or spell present for every two caster levels you possess. You may spend more than 1 round examining a creature or object, in which case you discern magical properties or spells you do not already know. As a diminished effect, the spell is less effective but generally accurate. The chance of an accurate reading is 70 percent + 1 percent per character level. If the reading is inaccurate, 1d4 magical properties or spells present will not be revealed, regardless of how long you examine a creature or object.

Heightened Effects: In addition to your eyes going white, your body trembles slightly for the duration of this version of the spell. In addition to the information revealed from casting the spell, you also learn a creature's truename, if any. Finally, if the focus used was worth at least 4,500 gp, you can discern an object's special purpose or any oath a creature has sworn.

Magic Item Creation Modifiers: Constant ×3, single-use ×2

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 to 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: a dozen 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 this spell becomes 10 minutes per level.

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

Magic Item Creation Modifier: Constant N/A

ANIMAL EVOLUTION

Transmutation [Dragon]

Level: 5 (Simple)

Casting Time: Standard action

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

Targets: Up to one animal/two levels, no two of which can be more than 30 feet apart

Duration: One minute/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

As this spell is cast, a green glow surrounds the target animals, and their bodies contort as if in pain. Upon completion of the spell, the animals have grown to twice their normal size and eight times their normal weight, and their eyes glow a dull red.

This alteration changes each animal's size category to the next larger, granting it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per Hit Die), and imposes a –2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2 points. The size change also affects the animal's modifier to Armor Class and attack rolls and its base damage. The animal's space (or face) and reach change as appropriate to the new size, but its speed does not change.

The spell also grants each subject damage reduction 10/magic (or 10/+1) and a +4 resistance bonus on saving

ACCEPT SPELLS ANIMAL TRICK

Animals, including animal companions, pets, and domesticated work animals (guard dogs, riding horses, and so on), instinctively reject magic being cast upon them. This can cause a problem when certain beneficial magic (such as animal evolution) is meant to be cast on an animal, as the creature normally may attempt a saving throw. A spellcaster can train an animal to accept spells, however. This trick takes a week to learn and requires a Handle Animal check (DC 20). Using this trick is a free action.

throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

Animal evolution similarly enlarges all equipment worn or carried by an animal, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals. Further, unless the animal has been trained to accept spells from the caster (see sidebar), it gets a Fortitude save to resist the spell.

Multiple magical effects that increase size do not stack.

Diminished Effects: The range is reduced to Close (25 feet + 5 feet per two levels) and the spell can affect only a single animal. The creature also gains no damage reduction or bonus on its saving throws.

Heightened Effects: The power that changes the animals also causes their eyes to glow bright red, and they will attack anyone or anything. If there are no foes within reach, they will charge the closest creature they can see. This state of fury gives the animal a +4 enhancement bonus to Strength and Constitution and a –2 penalty to Wisdom. The state of fury lasts a number of rounds equal to the animal's modified Constitution bonus. While in a state of fury, any Handle Animal checks made to control the animal's behavior suffer a –10 penalty. After the state of fury ends, the animal can accept commands as normal.

Magic Item Creation Modifier: Constant ×2

ANIMAL MESSENGER

Enchantment (Compulsion) [Mind-Affecting, Psionic]

Level: 1 (Simple)

Casting Time: Special

Range: Close (25 feet + 5 feet/two levels)

Target: One Tiny animal

Duration: One day/level

Saving Throw: None (see text)

Spell Resistance: No

As a standard action, you can summon a Tiny animal to appear before you, bathed in a green glow that quickly fades. The animal must be within range in order to be summoned, but you may select the type of animal you are hoping to have appear (such as a sparrow or a mouse). If the specified type is unavailable, any other viable animal within range may answer your call. The animal cannot be one tamed or trained by someone else, including an animal companion.

When the animal appears, you may mentally impress upon it a certain place well known to you, or an obvious landmark. The animal allows you to tie a small item or note to it, and then it departs for the named location. Your directions for getting to the location must be simple, as the animal relies on your personal knowledge and not its own. The animal goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. It travels at its own speed, so if the journey is too far or too arduous, it will be unable to complete the trip. If attacked by anything, the messenger abandons its mission and flees. The animal will not perform any other tricks for you.

Once it arrives, the animal messenger will wait for your intended recipient to appear. During this period of waiting, the messenger will allow anyone to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

Diminished Effects: The duration of the spell becomes only one hour per caster level. This version of the spell is most often employed by spell users to send notes to their apprentices or to locals to ask a favor.

Heightened Effects: The range becomes Medium (100 feet + 10 feet per level) and the animal that appears can be



Small or Tiny. The duration increases to one week plus one day per level. Finally, the animal's base speed is increased by one-half and it receives the benefit of the *scent bane* spell. This makes it more likely to reach its destination without being disturbed by predators.

Magic Item Creation Modifier: Single-use ×2

ANIMATE NECROSIS

Necromancy [Negative Energy]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 an injured 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.

ANIMATE ROPE

Transmutation [Plant]

Level: 1 (Simple)

Casting Time: Standard action

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

Target: One ropelike object, length up to 50 feet + 5 feet/level (see text)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell encases a nonliving ropelike object of your choice in a shimmering yellow glow. As the glow fades at the end of casting, the rope begins to move under your spoken command. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50 per-

cent for each additional inch of thickness, and increase it by 50 percent for each reduction of the rope's diameter by half.

You can give the rope one of 10 possible commands: "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move-equivalent action, as if directing an active spell.

The rope, while animated, cannot move into squares other than its own. It can, however, wrap around a creature or an object within 1 foot of it—it does not snake outward—so it must either begin near the intended target or be thrown. Throwing requires a successful ranged touch attack (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and can be burst with a Strength check (DC 23). The rope does not deal damage, but it can be used as a trip line or to entangle an opponent that fails a Reflex saving throw. A spellcaster bound by the animated rope must make a Concentration check (DC 15) to cast a spell. An entangled creature can slip free with an Escape Artist check (DC 20).

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope. The rope itself and any knots tied in it are not magical.

The spell cannot animate objects that a creature carries or wears. If the distance between you and the rope exceeds the spell's range for any reason, the spell ends and the rope falls still.

Diminished Effects: The spell's range is reduced to Close (25 feet + 5 feet per two levels), and the touch attack to wrap up a creature takes a –2 penalty.

Heightened Effects: In this version of the spell, you also can command the rope to "move" and "stop." The rope moves at a speed of 5 feet per round and can slither up trees or bumpy surfaces with a +10 bonus on its Climb check.

ANIMATED TATTOO

Illusion [Faen, Runic]

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 you wish.

Magic Item Creation Modifier: Single-use ×2

ANTILIFE SHELL

Abjuration [Force, Negative Energy]

Level: 6 (Exotic)

Casting Time: 1 full round

Range: Personal

Area: 10-foot radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

You bring a shimmering hemispherical field of black energy into being. The field centers on you and smells vaguely of burning flesh. The field is mobile, moving with you at your speed. It completely prevents the entrance of most types of living creatures, including animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin. It provides no protection whatsoever against constructs, elementals, outsiders, or undead.

You may use this spell only defensively, not aggressively. If you force the *antilife shell* against a creature that normally would have been kept at bay, the barrier collapses with a sickening snap.

Diminished Effects: The spell must be cast on a fixed point in space. Further, any creature warding by the spell can attempt a Strength check to force its way through the barrier (Difficulty Class equal to the save DC the spell would have if it allowed a save). The barrier does not collapse if a creature passes through it.

Heightened Effects: In this version of the spell, any creature that touches the field takes 1d4 points of negative energy damage per caster level (Reflex save for half damage). Additionally, you can selectively allow any creature you want to pass through the field.

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

ANTIPLANT SHELL

Abjuration [Plant]

Level: 4 (Complex)

Casting Time: Standard action

Range: 10 feet

Area: 10-foot-radius emanation, centered on you

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

You bring a shimmering hemispherical field of brown energy into being. The field centers on you and smells vaguely of

wet and rotting vegetation. The field is mobile, moving with you at your speed. It completely prevents the entrance of most types of living plants capable of attack. Plants already in the area when the spell is cast are not affected.

You may use this spell only defensively, not aggressively. If you force the *antiplant shell* against a plant the spell normally keeps at bay, the barrier collapses with a thick popping sound.

Diminished Effects: The spell must be cast on a fixed point in space. Further, any plant warding by the spell can attempt a Strength check to force its way through the barrier (Difficulty Class equal to the save DC the spell would have if it allowed a save). The barrier does not collapse if a plant passes through it.

Heightened Effects: The spell also repels oozes and molds, and forces any normal plants within the field to the outside of it (both in the original area and as the *antiplant shell* moves). Normal plants with minimal substance (grass, weeds, and so on) are pushed aside with no save. Normal plants of any real substance (such as bushes, saplings, or trees) may attempt a Fortitude save to remain inside the shell, but are otherwise uprooted and sent to the far edges of the field. Other plants (those that are ambulatory or able to attack) are kept at bay as noted above. Additionally, if any such plant brings itself into contact with the field, it must make a Fortitude save or be knocked back 10 feet. You can selectively allow any plants you want to pass through the field.

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 full 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 disintegrates the statue and frees 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 only 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 $\times 1.5$

ARBOREAL LEAP

Conjuration [Plant, Teleportation]

Level: 6 (Exotic)**Casting Time:** Standard action**Range:** Unlimited**Targets:** You and touched objects or other touched willing creatures**Duration:** 1 round**Saving Throw:** None**Spell Resistance:** No

To use this spell, you must promise to do a service for any normal plant of Medium or larger size, usually something that lasts no more than one day per caster level (planting, weeding, getting rid of parasites, and so forth).

Once the bargain is struck, you and any other touched objects or willing touched creatures may pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate

direction and distance and the spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load. You also may bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must remain in contact with one another, and at least one of those creatures must be in contact with you.

You can't use this spell to travel through plant creatures. The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the plant.

If you do not complete the promised service within one year of casting this spell, you suffer 2 points of Constitution drain as nature reclaims energy from you. You may regain these points by performing your service.

Diminished Effects: The spell takes two minutes to cast, and traveling between plants takes 10 minutes. The spell has a maximum range of 10 miles per caster level.

Heightened Effects: You may take twice as many creatures or objects with you in this version of the spell. The duration of any service you need to perform falls to one day per two caster levels.

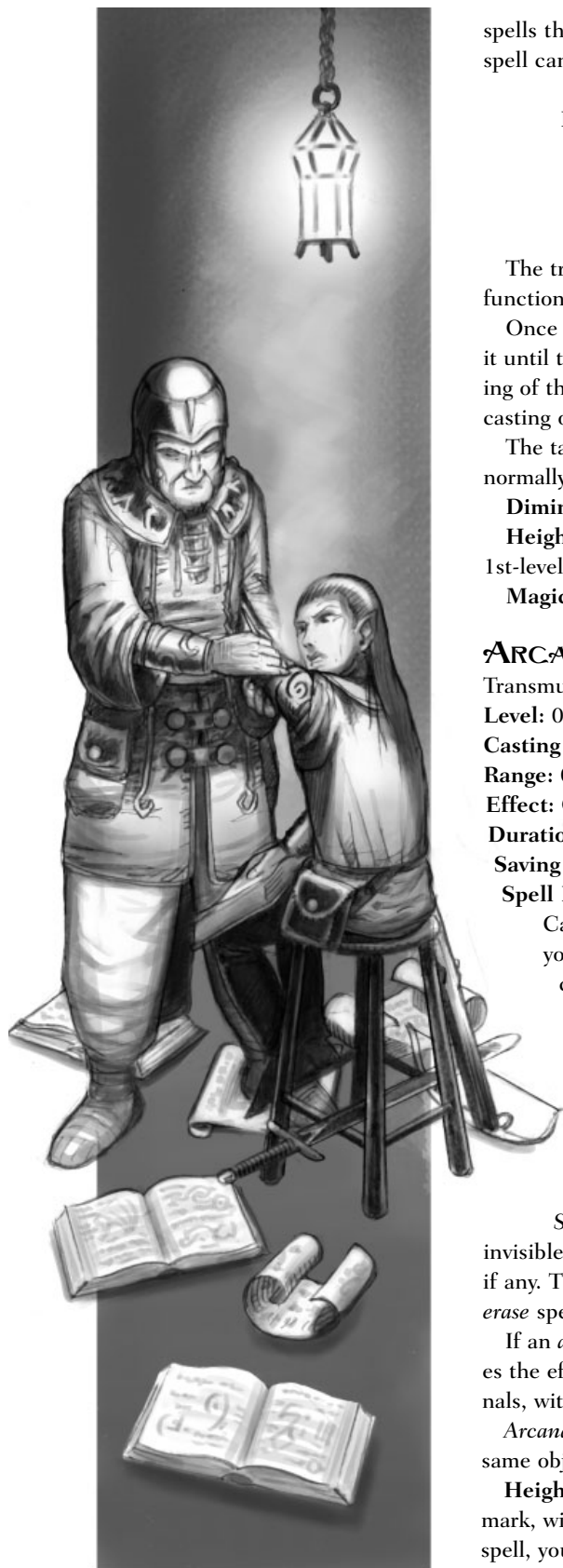
Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 2$

ARCANA EVOLVED

Evocation [Dragon, Truename]

Level: 4 (Exotic)**Casting Time:** 10 minutes**Range:** Touch**Target:** Creature touched (see text)**Duration:** Permanent until discharged (D)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

This spell requires you to perform a ritual with the subject creature. The ritual must last at least 10 minutes and can be as simple as painting a series of glyphs on the target's body to something as involved as a complex dance. During the ritual, you and your target must reveal your true names. At the end of the ritual, you transfer some of your currently prepared spells, and the ability to cast them, to the other creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. You may transfer only spells that do not deal damage and that come from the schools of abjuration, divination, and conjuration. The number and level of



spells the subject can receive depends on its Hit Dice; even multiple castings of this spell can't exceed this limit.

HD of Recipient	Spells Transferred
2 or lower	One 1st-level spell
3–4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable parameters (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *arcana evolved*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the casting of this spell. You may be responsible for any consequences that arise due to the casting of the imbued spells in violation of an oath you have taken.

The target of the spell must be able to supply all the components of the spell you normally would, including material components or a focus.

Diminished Effects: You may only imbue the target with a single spell of 1st level.

Heightened Effects: You may imbue a creature of 7 HD or more with one to three 1st-level spells, one or two 2nd-level spells, and one 3rd-level spell.

Magic Item Creation Modifiers: All N/A

ARCANA INSCRIBED

Transmutation [Dragon, Runic]

Level: 0 (Complex)

Casting Time: Standard action

Range: 0 feet

Effect: One personal rune or mark, all of which must fit within 1 square foot

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Casting this spell brings into being a wet, reddish glow at the end of one of your fingers. The energy seems to pool, threatening to drip off if you are not careful. Using this glow as a stylus, you may inscribe your personal rune or mark, which can consist of no more than six characters. The markings must be simple enough for you to inscribe them in less than a single round. You choose whether the writing will be visible or invisible.

A mark made with *arcana inscribed* enables you to etch your rune upon any substance without harm to the material upon which it is placed. A *detect magic* spell causes an invisible mark to glow and become visible, though not necessarily understandable.

See *invisibility*, *lion's eye*, or similar magic likewise allows the user to see invisible writing made with *arcana inscribed*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcana inscribed* spell is placed on a living being, normal wear gradually causes the effect to fade in about a month. Some societies use this spell to mark criminals, with their sentence ending when the spell eventually fades.

Arcana inscribed must be cast on an object prior to casting *materia bond* on the same object (see page 142 for details).

Heightened Effects: The spell allows you 1 round per caster level to write your mark, with no space or word limitation. With enough patience and castings of this spell, you could literally inscribe a book. You can imbed a creature's truenome into

the writing, making it visible only to that creature or those who also know (and speak) the creature's truenam; such a usage carries the truenam descriptor.

Magic Item Creation Modifier: Single-use ×2

ARCANE KEENING

Evocation [Sonic]

Level: 3 (Complex)

Casting Time: Standard action

Range: Close (25 feet plus 5 feet/two levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You project a powerful sonic cone from your mouth as you scream. The spell deals 1d8 points of sonic damage per two caster levels (maximum 10d8). Further, those failing the saving throw are stunned for 1 round and suffer 1d4 points of temporary Strength damage.

If the damage caused to an interposing barrier shatters or breaks through it, the sonic energy may continue beyond the barrier if the area permits; otherwise it stops at the barrier just like any other spell effect does.

Diminished Effects: The keening inflicts 1d6 points of damage per two caster levels (maximum 5d6) and 1 point of temporary Strength damage. There is no stunning effect.

Heightened Effects: The keening inflicts 1d6 points of damage per caster level (maximum 10d6), as well as the Strength damage and the stunning effect.

ARCANE SIGHT (LESSER)

Divination

Level: 3 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level (D)

This spell makes your eyes glow an electric blue and allows you to see magical auras within 120 feet of you. The effect resembles that of the spell *detect magic*. *Lesser arcane sight*, however, does not require concentration and it discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight (as opposed to *detect magic*, which requires you to focus on a particular area or item). An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting ability or spell-like abilities. If it does have spellcasting ability or spell-like abilities, you can determine the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Diminished Effects: This spell requires your complete concentration in order to function.

Heightened Effects: You can see auras within 240 feet in this version of the spell. In addition, the duration increases to 10 minutes per caster level.

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

ARCANE SIGHT (GREATER)

Divination

Level: 6 (Simple)

This spell functions like *lesser arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see. Further, as other spells are cast or spell-like abilities are initiated, you can automatically detect which spell or spell-like ability is being used. This effect makes *greater arcane sight* valuable for spellcasters who like to dispel their opponents' magic. However, *greater arcane sight* doesn't let you identify the properties of magic items.

Diminished Effects: You can touch another creature during casting, in which case that creature receives the benefits of *lesser arcane sight*. You receive none of the benefits of the spell yourself, however.

Heightened Effects: You can see auras within 240 feet, and the duration increases to 10 minutes per caster level. Further, this version of *greater arcane sight* grants you a +2 competence bonus on any checks you make to dispel magic.

Magic Item Creation Modifier: Constant ×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 spell's 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, for example, "If I am attacked."

Diminished Effects: Activating this spell's effect counts as a standard action.

Heightened Effects: Activating this spell's 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. Should 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 redirection 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 redirect 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 with the redirected missile, the attack's damage doubles.

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

ART OF SOUND

Transmutation [Faen, Sonic]

Level: 3 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature or object/level, no two of which can be more than 30 feet apart

Duration: One hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

If cast on a spellcaster, the spellcaster must make a successful Concentration check in order to cast spells that require speech (DC 10 + the level of the spell being cast + 1d12).

Diminished Effects: The spell affects only a single creature or object, and you must touch the creature or object to affect it.

Heightened Effects: The range becomes Medium (100 feet + 10 feet per level).

Magic Item Creation Modifier: Constant $\times 2$

ART OF SOUND

In the fine tradition of enjoying life to its fullest, the faen developed a way to magically manipulate sound so that one could conduct a wide range of music with very few performers. In the finer tradition of enjoying playing small tricks on others, the faen quickly learned how to use this spell to make inappropriate sounds. A person sitting on a chair might hear a loud whoosh, while another person with a deep baritone might suddenly talk in a high-pitched squeaking voice. Diplomats returning from faen gatherings advise that the faen find vast humor in this practice, and a skilled diplomat pretends to enjoy the pranks as well.

After a while, the number of useless faen magic items based on this spell was becoming a huge problem. Pillows would groan loudly when sat on, pipes would make coughing noises when smoked, and shoes would loudly proclaim how heavy the wearer was (as well as give much unwanted dieting advice). These items have now become quite rare, as most nonfaen cultures refused to "get the joke."

ASSESS CREATURE

Divination

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

With a wave of your hand, you determine the Hit Dice of one creature. This spell is foiled by any type of magical disguise, *polymorph* magic, or shapechanging ability.

Heightened Effects: If the target has class levels, you know which class. If the creature has more than one class, you know the class in which it has the most levels.

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 $\times 2$

AUGURY

Divination

Level: 2 (Exotic)

Casting Time: One minute

Range: Personal

Target: You

Duration: Instantaneous

In order to cast an *augury*, you must have some focus worth at least 25 gp for the spell to work through. A deck of cards, wet tea leaves in a masterwork cup, a crystal ball filled with water and a single floating die, or even some specially prepared chicken bones will suffice.

When casting the spell, you shuffle and deal out various cards, swirl the tea while peering into the cup, shake the crystal ball and stare at the die as it floats to the surface, repeatedly toss the bones to the ground, and so on. To any

AUGURY

Players should be encouraged to develop their own fortune-telling method to use with this spell. It does not have to be elaborate. Merely pondering the patterns in the clouds or the meanderings of a beetle with a lens of sufficient value may be sufficient.

other observer, the focus reveals nothing. To you, the focus reveals whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70 percent + 1 percent per caster level, to a maximum of 90 percent. This roll is made secretly, but note that a question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the question involves you and another subject and you speak both parties' truenames, the base chance of a meaningful reply is 75 percent with a maximum possible chance of 95 percent.

If the *augury* succeeds, you get one of five results:

- Weal (if the action will probably bring good results)
- Woe (for bad results)
- Weal and woe (for both)
- Uncertain (for questions too vague to answer well)
- Nothing (for actions that don't have especially good or bad results)

If the spell fails, you get the "nothing" result. As a result, you will not know if the "nothing" result was the consequence of a failed or successful *augury*.

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

Diminished Effects: Casting this spell takes two full minutes. It is even more uncertain, with a base success chance of 55 percent and a maximum success chance of 75 percent. Finally, if the spell fails, it reveals a random answer (not a result of "nothing").

Heightened Effects: You go into a trance and can ask about the fate of a creature other than yourself. If the other creature is not of your species, the chance of success is diminished by 5 percent. When the spell ends, the creature for which you cast *augury* receives the benefits of a *bash*, *canny effort*, *saving grace*, or *seeker* spell (of the subject's choosing).

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

AURA OF TRUST

Enchantment (Charm) [Faen, Mind-Affecting, Psionic]

Level: 5 (Simple)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level**Saving Throw:** Will negates**Spell Resistance:** Yes

This spell functions as *charm*, but the effect radiates from you in a 25-foot radius plus 5 feet per two caster levels. Those coming within range must save or become affected by the spell. The spell affects only creatures of the same type as you (humanoid, giant, and so on).

Diminished Effects: The spell adds a +4 bonus on Charisma-related checks and lasts just 1 round per level.

Heightened Effects: The spell affects any living creatures.

Magic Item Creation Modifiers: Charged ×2, constant ×4, single-use ×2

BALEFUL POLYMORPH

Transmutation [Curse, Truename]

Level: 5 (Exotic)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** Permanent**Saving Throw:** Fortitude negates, Will partial (see text)**Spell Resistance:** Yes

Upon failing its Fortitude save, the target creature is surrounded in green light as it hunches over and begins to twitch. The target changes into a Small or smaller animal of no more than 1 HD. If the new form would prove immediately fatal to the creature (for example, a desert-dwelling animal transformed into a fish), the subject gets a +4 bonus on the Fortitude save.

If the subject fails its Fortitude save, it also must make a Will save. Should the Will save fail, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or Hit Dice), as well as all benefits deriving from that class and level (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities. Creatures that can change shape or form receive a +4 bonus on the Will save. Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

When this spell is cast, you must set forth a series of conditions that lift it. The conditions must be plausible, however



difficult to meet (for example, a frog must be kissed by a princess, a cat must make friends with the woodcutter's dog, and so on).

Diminished Effects: The spell lasts one day per caster level, after which time the target regains its original form. The spell automatically fails if you attempt to change the target into a form that would prove immediately fatal to it.

Heightened Effects: You may affect one target per five caster levels. You must choose the exact same sort of creature for each target's transformation (turn all subjects into rabbits, for example).

Magic Item Creation Modifiers: Constant ×2, single-use ×3

BANE

Enchantment (Compulsion)

[Dragon, Fear, Mind-Affecting, Psionic]

Level: 1 (Simple)**Casting Time:** Standard action**Range:** 50-foot radius centered on you**Area:** All enemies within a 50-foot-radius burst, centered on you**Duration:** One minute/level**Saving Throw:** Will negates**Spell Resistance:** Yes

Casting this spell brings an acrid odor to the air. Creatures that can hear may discern a nearly imperceptible laughter as the spell is completed. *Bane* fills any enemies within the target area with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects. *Bane* counters and dispels *bless*.

Diminished Effects: This spell affects a single target creature and lasts for only 1 round per level.

Heightened Effects: This spell gains the negative energy descriptor and lasts for one hour per level. Additionally, the –1 penalty on saving throws extends to all mind-affecting effects.

BANISHMENT

Abjuration [Truename]

Level: 7 (Exotic)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Targets:** One or more extraplanar creatures, no two of which can be more than 30 feet apart**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

Your voice takes on a commanding tone, imbued with a power that enables you to force extraplanar creatures out of your home plane. You can banish as many as 2 HD of creatures per caster level, unless they make a successful Will saving throw. If you know the truename of a creature, it takes a –4 penalty on its Will save, and you bypass its spell resistance.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance (to a maximum of four), you gain a +1 bonus on your caster power check to overcome the target's spell resistance (if any), and the saving throw Difficulty Class increases by 2 as well.

These must be very specific items—research typically is required for one to ascertain what items may or may not work. Certain rare objects or materials might work twice as well as normal items for the purpose of the bonuses (each providing a +2 bonus on the caster power check against spell resistance and increasing the save Difficulty Class by 4).

Diminished Effects: You may banish only those creatures whose Hit Dice do not exceed your caster level in this version of the spell.

Heightened Effects: Creatures affected by this spell may not return to your plane for a period of 10 years per caster level plus one day. Any creature that succeeds on its Will save takes a –4 penalty to its Armor Class, and on attack rolls, saving throws, and skill checks for one minute per caster level.

Magic Item Creation Modifiers: Constant ×2, single-use ×3

BARKSONG

Transmutation [Plant, Sonic]

Level: 2 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet plus 5 feet/two levels)**Target:** One tree**Duration:** 10 minutes/level**Saving Throw:** None (harmless)**Spell Resistance:** No (harmless)

A tree you designate forms mouths within its bark that begin to sing a gentle song, which lasts for one minute. All who hear the song in its entirety and who stand within 20 feet of the tree gain a +10 bonus to Survival and Knowledge (nature) checks for the duration.

Instead of a tree, when you cast this spell you may designate a treewarden (see Appendix) or a greenbond with the plant type.

Diminished Effects: The bonus becomes only +5 in this version of the spell.

Heightened Effects: The listeners also gain a +5 bonus to Knowledge (history) checks, if the time period in question falls within the tree's lifetime (likely anywhere between 10 and 200 years).

Magic Item Creation Modifier: Constant ×3

BATTLESPEED

Transmutation [Litorian, Psionic]

Level: 3 (Exotic)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Targets:** One creature**Duration:** 1 round/level**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)

Casting this spell surrounds your target in a ghostly feline shape, which quickly fades. Your target retains the speed and ferocity of a jungle cat, moving and acting more quickly than normal. This extra speed has several effects.

First, when making a full attack, a creature may attempt one extra attack with any weapon he is holding, or with a natural weapon. The attack uses the creature's full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with similar effects, however, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.

Second, creatures subject to this spell gain a +1 bonus on attack rolls and a +1 dodge bonus to Armor Class and on Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Third, the creature subject to this spell enjoys an increase to his or her modes of movement (including land movement, burrow, climb, fly, and swim) by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Prized among litorians and mage blades, *battlespeed* is usually seen as a spell that augments a warrior's spirit.

Diminished Effects: You may affect only a creature whose truename you know. This version of the spell takes on the truename descriptor.

Heightened Effects: A creature affected by this version of the spell also gains a +4 enhancement bonus to its current initiative score, or its initiative die roll if not currently engaged in combat.

Magic Item Creation Modifiers: Charged ×3, single-use ×2.5

BEAR'S ENDURANCE (LESSER)

Transmutation [Litorian, Sibeccai]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A ghostly ursine shape briefly surrounds your target. The target's hair, if any, takes on a wild, mangy look. The affected creature gains greater vitality and stamina, receiving a +4 enhancement bonus to Constitution. This bonus provides the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Diminished Effects: You may target only yourself. The spell lasts only 1 round per level.

Heightened Effects: The target's body becomes thicker and heavier. The spell grants a +6 enhancement bonus to Constitution, rather than only +4.

Magic Item Creation Modifiers: Constant N/A, single-use ×1.5

BEAR'S ENDURANCE (GREATER)

Transmutation [Litorian, Sibeccai]

Level: 6 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature/level, no two of which can be more than 30 feet apart

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Greater bear's endurance works like *lesser bear's endurance*, except that it affects multiple creatures.

Diminished Effects: The spell's duration lasts only 1 round per level.

BEAR'S ENDURANCE (GREATER)

Grago the Fist leaped into battle, methodically swinging his military pick into the skull of one of the human marauders. As a sibeccai warrior, he took his duty to defend his village seriously. Although he took no pride in it, others in his village called him Grago the Quiet Fury. His fellow warriors seemed to rally at his initial victory, and charged in behind him. Still, Grago was worried. They were outnumbered. Badly. Even as he dodged a spear thrust, he could see some of his fellows taking serious wounds. The battle would soon be over. Nonetheless, the village mage Sassor the Spirit-Taker had determined with her spells that the sibeccai would prevail.

Then, just when he thought he would be overwhelmed, Grago heard a bearlike roar as he and his fellow warriors were instantly refreshed. The humans, seeing ursine forms magically merging with the bodies of their foes, faltered. Grago found himself grinning an uncharacteristic smile as he shouted orders at his warriors to cut the humans down.

Heightened Effects: The body of each targeted creature becomes thicker and heavier. The spell grants the targets a +6 enhancement bonus to Constitution, rather than +4.

Magic Item Creation Modifiers: Constant N/A, single-use ×1.5

BESTOW CURSE

Necromancy [Curse, Negative Energy]

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Your hand becomes encased in an ebon glow, and your words become scornful. With a successful touch attack, you place a curse on the subject. If you know your target's truename, the target takes a −4 penalty on its saving throw and the spell takes on the truename descriptor.

Choose an effect similar in power to one of the curses below:

- −6 decrease to an ability score (minimum 1).
- −4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50 percent chance to act normally; otherwise, it takes no action.
- The target becomes subject to a spell you know of 2nd level or lower (no saving throw or spell resistance allowed); the spell must target a single creature and have a noninstantaneous duration.
- The target must make a Concentration check (DC 15) whenever it wants to use a class ability.

When casting *bestow curse*, you must set forth a series of conditions by which the curse can be removed. You do not have to tell the target the conditions. The conditions may be difficult to achieve, but they cannot be impossible to perform. Examples might include bathing in the blood of werewolf, walking only backward for a year and a day, or spending a night alone in a haunted graveyard.

As with all curses, the one this spell bestows cannot be dispelled, but it can be removed.

Diminished Effects: The curse is temporary, lasting but one hour per caster level. You do not need to provide a method to remove the curse.

Heightened Effects: Your curse is more powerful than normal. You may decrease an ability score by –8, force a target to take a –6 penalty on attack rolls, saves, ability and skill checks, give the target only a 40 percent chance of acting normally, make the target subject to a spell you know of 3rd level or lower, force the target to make a Concentration check (DC 20) whenever it wants to use a class ability, and so on.

Magic Item Creation Modifiers: Charged ×2, constant ×3, single-use ×2

BETRAY THE YEARS

Abjuration [Dragon, Giant]

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. per level, and the duration is one day per level.

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

BIND ITEM

Evocation [Force]

Level: 4 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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: The range becomes touch, and the duration lasts one minute per level.

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

BINDING PACT

Enchantment (Compulsion)

[Giant, Language-Dependent, Mind-Affecting]

Level: 4 (Simple)

Casting Time: 1 round

Range: Close (25 feet + 5 feet/two levels)

Targets: You and one other target

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

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 magister 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 who break the pact suffer 1 point of damage to all ability scores per day.

Heightened Effects: Those who break 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 becomes 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 $\times 1.5$, spell-completion $\times 1.5$

BLAST OF COLD

Evocation [Cold]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 cold 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 [Faen, Light, Positive Energy]

Level: 5 (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 per caster level.

BLESS

Enchantment (Compulsion)

[Dragon, Mind-Affecting, Psionic]

Level: 1 (Simple)

Casting Time: Standard action

Range: Self

Area: You and all allies within a 50-foot burst, centered on you

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Casting this spell brings the smell of freshly blooming lilacs to the air. Creatures that can hear may discern nearly imperceptible harp music. *Bless* causes any ally (as determined by you) within range to be filled with courage. Each affected ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Allies affected by this spell whose truenames you know also gain a +1 morale bonus on all skill checks for the duration of the spell.

Bless counters and dispels *bane*.

Diminished Effects: This spell affects only a single target creature within 50 feet, and lasts for only 1 round per level.

Heightened Effects: This spell gains the positive energy descriptor and lasts for 10 minutes per level. Additionally, the saving throw bonus extends to all mind-affecting effects.

Magic Item Creation Modifier: Constant ×3

BLESS RELATIONSHIP

Enchantment (Charm) [Giant]

Level: 1 (Simple)

Casting Time: One minute

Range: Touch

Target: Two creatures

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You put your deity's blessing on a relationship, most likely during a ceremony such as a marriage. Henceforth, the two subjects gain a +1 inherent bonus to Diplomacy checks made in regard to each other.

Diminished Effects: N/A

Heightened Effects: The bonus is +2.

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 somnambancer class abilities and dream hunter special attacks.

Diminished Effects: The target gains no bonus to skill 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 coagulate suddenly 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

BLOOD'S TRUTH

Necromancy [Dragon, Negative Energy]

Level: 1 (Complex)

Casting Time: Standard action

Range: 30 feet

Area: Cone-shaped emanation

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Your eyes begin to glow with a dark violet light. Within the spell's range, you can determine the condition of creatures you can see that are near death. You instantly know with a glance whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Blood's truth sees through any spell or ability that allows creatures to feign death. You gain no ability to see hidden or obscured creatures with this spell.

Diminished Effects: You only determine the status of creatures whose truenames you know. This version of the spell takes on the truename descriptor.



Heightened Effects: The spell's area is a 60-foot cone. You additionally know if any of the following states apply to creatures you can see: exhausted, fatigued, poisoned, shaken, or stunned.

BLUE BOLT

Evocation [Faen]

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: 1 full round

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: This version of 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.

BONDS ARCANE (LESSER)

Evocation [Force]

Level: 3 (Exotic)

Casting Time: Standard action

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

Target: One creature

Duration: 1 round/level (D) (see text)

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

You choose a target of your type (humanoid, giant, and so on). The subject becomes bound with translucent magical bonds. This denies your victim the ability to take actions (even speech) and freezes the creature in place. It is aware and breathes normally. Each round on its turn, the subject may attempt a new saving throw to wriggle free and end the effect. This is a full-round action that does not provoke attacks of opportunity.

A winged creature that is bound with this spell while flying cannot flap its wings, and it falls. A swimmer can't swim and may drown.

Diminished Effects: You may cast this spell only on animals. Creatures with an Intelligence score greater than 2 cannot be affected.

Heightened Effects: You may cast this spell on any creature regardless of type.

Magic Item Creation Modifiers: Charged ×2, constant ×2, single-use ×2, spell-completion ×2

BONDS ARCANE (GREATER)

Evocation [Force]

Level: 7 (Exotic)**Targets:** Up to one creature per three levels, no two of which can be more than 30 feet apart.This spell functions like *lesser bonds arcane*, except that it affects multiple creatures.**Diminished Effects:** This spell functions as the diminished version of *lesser bonds arcane*, except that you can affect up to one creature per three caster levels, no two of which can be more than 30 feet apart.**Heightened Effects:** This spell functions as the heightened version of *lesser bonds arcane*, except that you can affect up to one creature per three caster levels, no two of which can be more than 30 feet apart.**Magic Item Creation Modifiers:** Charged $\times 2.5$, constant $\times 2$, single-use $\times 2.5$, spell-completion $\times 2.5$ **BONE TATTOO**

Necromancy [Runic]

Level: 4 (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 equal to 10 plus your level against cold, shapechange, and mind-affecting attacks. Further, mindless undead creatures react to the tattooed creature as if he or she were undead as well.

Diminished Effects: Mindless undead do not react to the tattooed creature as if undead.**Heightened Effects:** In this version of the spell, 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 $\times 2$ **BONEMASK**

Necromancy [Fear, Mind-Affecting, Psionic]

Level: 2 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Targets:** One living creature per three levels, no two of which can be more than 30 feet apart**Duration:** 1 round/level or 1 round (see text)**Saving Throw:** Will partial**Spell Resistance:** Yes

A translucent mask of bone is superimposed over your face. All targeted creatures of less than 6 HD become frightened for 1 round per caster level. Creatures that succeed on a Will saving throw instead become shaken for 1 round. Creatures with 6 HD or more are immune to this effect.

Diminished Effects: Only creatures of your type (giant, humanoid, and so on) can be affected by this version of the spell.**Heightened Effects:** The spell takes on the truename descriptor. Targets suffer a -4 penalty on all saving throws. Further, creatures that fail the Will save suffer the loss of 2 points of Wisdom for the duration of the spell.**Magic Item Creation Modifier:** Constant $\times 2$ **BRASS CLAW**

Transmutation [Dragon, Force]

Level: 0 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** Object weighing up to 30 lbs. or a portal that can be opened or closed**Duration:** Instantaneous**Saving Throw:** Will negates (object)**Spell Resistance:** Yes (object)

This spell summons a translucent brass-colored claw or hand. You can use the *brass claw* to open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a



bar on a door or a lock on a chest), the spell fails. In addition, the spell can open and close only things that weigh 30 lbs. or less. Thus some doors, chests, and similar objects sized for larger creatures may be beyond this spell's ability to affect.

Heightened Effects: You may apply real force to your manipulation, opening and closing objects up to 30 lbs. plus 2 lbs. per caster level.

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

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 caster level higher than yours, or by a *perfect health*, *regeneration*, or *restoration* spell. Targets who make a successful Fortitude saving throw still suffer 2 points of temporary Constitution damage.

Diminished Effects: The range is Touch and the duration is Instantaneous (the damage inflicted in one day happens immediately).

Heightened Effects: The duration is Permanent for this version of the spell.

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

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 becomes 1d6 points + 1 point per 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 $\times 2$

BULL'S STRENGTH (LESSER)

Transmutation [Litorian, Sibeccai]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As the outline of a mighty bull briefly surrounds your target, its brow becomes thicker and its nose flatter. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Diminished Effects: You may target only yourself. The spell lasts only 1 round per level.

Heightened Effects: The target's body becomes more heavily muscled. The spell grants a +6 enhancement bonus to Strength rather than +4.

Magic Item Creation Modifier: Constant N/A, single-use $\times 1.5$

BULL'S STRENGTH (GREATER)

Transmutation [Litorian, Sibeccai]

Level: 6 (Exotic)**Range:** Close (25 feet + 5 feet/two levels)**Targets:** One creature/level, no two of which can be more than 30 feet apart

This spell functions just like *lesser bull's strength*, except that it affects multiple creatures and operates at Close range rather than Touch.

Diminished Effects: The spell's duration lasts only 1 round per level.

Heightened Effects: The targets' bodies become more heavily muscled. The targets gain a +6 enhancement bonus to Strength rather than +4.

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

BULLY'S CURSE

Enchantment (Compulsion)

[Curse, Mind-Affecting, 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 *bully's curse* 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, in this version of the spell.

Heightened Effects: The caster does not need to know the target's truename; this use of the spell does not carry the truename descriptor.

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, magical 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 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 per level.

Magic Item Creation Modifier: Constant $\times 4$

BURNING MISTS

Conjuration (Creation) [Air, Fire]

Level: 8 (Exotic)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** Cloud spreads in 20-foot radius, 20 feet high**Duration:** 1 round/level**Saving Throw:** Reflex half (see text)**Spell Resistance:** No

Casting this spell creates a cloud of roiling blue-black smoke shot through with white-hot embers. The smoke obscures all sight as a *mist bank* does (see page 148). In addition, the white-hot embers deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

The *burning mists* cloud moves away from you at 10 feet per round. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. If you concentrate (a standard action), you can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly. This reduces the remainder's spread thereafter.

As with *mist bank*, wind disperses the smoke, and the spell can't be cast underwater.

Diminished Effects: The mists only fill a 10-foot radius, 10 feet high. The range is reduced to Close (25 feet + 5 feet per two caster levels).

Heightened Effects: The mists in this version of the spell fill a 40-foot radius, 20 feet high, and deal 5d6 points of fire damage per round.

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

BURNING RAIN

Conjuration (Summoning) [Fire, Water]

Level: 4 (Simple)

Casting Time: 1 full 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 only 1d6 points of damage each round.

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

BURNING RAM

Conjuration (Creation) [Fire]

Level: 5 (Complex)

Casting Time: Standard action

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

Effect: One fiery ram

Duration: Concentration (up to 1 round/level)

Saving Throw: None

Spell Resistance: Yes

You conjure a Medium mass of super-hot burning matter. The effect resembles a ram's head with heavy curling horns. The ram's head moves as you direct, up to 40 feet in a round, requiring a move-equivalent action on your part to control. As a part of its move, it can make a single charge attack or bull rush attempt. On the charge attack, the ram's head must move at least 10 feet. It attacks using your base attack bonus + 10, dealing 2d6 points of impact damage, plus 2d6 points of fire damage. If used to attack construction such as a door or wall, it inflicts 5d6 points of impact damage. If used to bull rush, it does not provoke attacks of opportunity (as if it had the Improved Bull Rush feat), and its bonus on the opposed Strength check is +12.

Diminished Effects: The ram's attack bonus is only +6, and it inflicts 1d6 points of impact damage and 2d6 points of fire damage (4d6 points of impact damage to construction). On a bull rush, its bonus on the opposed Strength check is +8.

Heightened Effects: The ram's attack bonus becomes +14, and it inflicts 3d6 points of impact damage and 2d6 points of fire damage (6d6 points of impact damage to construction). On a bull rush, its bonus on the opposed Strength check is +14.

CALL OF THE DIAMOND

Enchantment (Compulsion) [Truename]

Level: 7 (Exotic)**Casting Time:** 1 full round**Range:** One mile/level**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 full round**Range:** One mile/level**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 does it 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 full round**Range:** One mile/level**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 does it 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 full round

Range: One mile/level

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 does it 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 full round

Range: One mile/level

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

CALM THE BEAST

Enchantment (Compulsion) [Mind-Affecting, Psionic]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Animals or magical beasts with Intelligence 1 or 2, within 30 feet of each other

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes

When casting this spell, your voice becomes more gruff and animalistic. Any targeted creatures (all of which must be the same species) may become docile and harmless. Roll 2d4 + caster level to determine the total number of Hit Dice affected. You gain a +10 enhancement bonus to your Handle Animal ability, and you may make immediate Handle Animal checks (instead of Diplomacy checks) as a free action to calm the animals down (see “Influencing Attitude” in Chapter One of *Arcana Evolved*). You roll against each animal individually. You can only influence their attitude by up to two steps (hostile to indifferent, for example). Animals trained to attack or guard, dire animals, and magical beasts have a +2 Difficulty Class for purposes of your attempt to influence attitude.

Affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures. When the spell effect ends, they regain their prior attitude toward you.

Diminished Effects: You receive only a +5 bonus on your Handle Animal checks, and you may influence only a single animal.

Heightened Effects: Roll 3d6 + caster level to determine the total number of Hit Dice of creatures affected.

CASTIGATION

Enchantment (Compulsion)

[Mind-Affecting, Psionic, Sonic, Truename]

Level: 8 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature with 150 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Casting this spell cloaks your body in an otherworldly glow, and your voice takes on the fury of a thunderstorm. You utter a single word of power that instantly causes one

creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *castigation*.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

Diminished Effects: You utter a single word of power that blinds one creature of your choice, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by the diminished version of this spell.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

Heightened Effects: You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by the heightened version of this spell.

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

CAT'S GRACE (LESSER)

Transmutation [Litorian, Sibeccai]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your target is briefly surrounded by a ghostly feline form. The target's eyes become catlike, with a hint of green. The affected creature gains greater speed and agility, receiving a +4 enhancement bonus to Dexterity. This bonus provides the usual benefits to Armor Class, Reflex saving throws, and so forth.

Diminished Effects: You may target only yourself, and the spell lasts only 1 round per level.

Heightened Effects: The target's body becomes leaner and more supple. The enhancement bonus to Dexterity increases to +6.

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

CASTIGATION

Duke Fanor was known for forcing others to his will by the mere power of his voice. Some legends speak of his being able to blind, stun, or even slaughter his enemies with but a single spoken word.

Such is the power of Fanor's words that they could not be written down, and could be learned only from another mage. How one could learn a word that could not be written without being stricken by its power remains a mystery.

CAT'S GRACE (GREATER)

Transmutation [Litorian, Sibeccai]

Level: 6 (Exotic)

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature/level, no two of which can be more than 30 feet apart

Greater cat's grace works like *lesser cat's grace*, except that it affects multiple creatures and operates at Close range rather than Touch.

Diminished Effects: The spell's duration is only 1 round per level.

Heightened Effects: Each of the targets' bodies becomes leaner and more supple. The enhancement bonus to Dexterity increases to +6.

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

CEREMONIAL SERVANTS

Conjuration (Creation)

Level: 1 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Affects: 1 conjured figure/level

Duration: Up to 24 hours

Saving Throw: None

Spell Resistance: No

You conjure shadowy, ghostlike figures that resemble you and that can participate in ceremonies. For example, if you wish to gain the Blood as Power feat but do not have the six spellcasters necessary to perform the ceremony with you, you can cast this spell to create the additional figures needed. The ghostlike servants only last as long as the ceremony requires their presence.

Diminished Effects: The spell can create only one servant.

Heightened Effects: Ceremonies performed with the ghostlike servants take only half as long as normal in this version of the spell.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 2$.



CHAIN LIGHTNING

Evocation [Electricity]

Level: 6 (Exotic)

Casting Time: Standard action

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

Targets: One primary target plus one secondary target/level (each must be within 30 feet of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Your body ripples with sparks and bands of yellow energy. With a gesture, a massive bolt of lightning shoots from your hand, dealing 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Diminished Effects: All secondary targets must be within 20 feet of the primary target. Further, the maximum damage the primary target can take is 10d6.

Heightened Effects: This version of the spell gains the light descriptor, and any creature hit by a lightning bolt has a chance to be knocked prone. Treat each target as bull rushed by the bolt. The spell is considered to be Large (+4 bonus) and charging (+2 bonus) with a Strength bonus equal to one-third your caster level. Any creature successfully bull rushed moves back 5 feet and must make a Balance check (DC = your caster level + the spell level) or be knocked prone.

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

CHAINS OF NULL MAGIC

Evocation

Level: 8 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 $\times 2$, spell-completion $\times 2$

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 per caster level.

CHANGESTAFF

Transmutation [Plant]

Level: 7 (Complex)

Casting Time: 1 full round

Range: Touch

Target: Your touched staff

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

In order to cast *changestaff*, you must possess a specially prepared focus: a handworked quarterstaff. Preparing the staff is a ritual that takes 28 days of meticulous carving, sanding, and polishing. You cannot adventure or engage in other strenuous activity during the preparation period.

When you cast this spell, the staff becomes embedded in the earth, visibly drawing power from it. At the end of casting, the staff will be transformed into a Huge treewardenlike creature, about 24 feet tall. (See Appendix for details on the



treewarden.) The staff-treewarden looks and fights just like a treewarden. It defends the character and obeys any spoken commands. However, it is not a true treewarden; it cannot converse with actual treewardens or control trees. If the staff-treewarden falls to 0 hit points or less, it crumbles to powder and the staff is destroyed. Otherwise, the staff can be used as the focus for another casting of the spell. The staff-treewarden is always at full strength when created, despite any wounds it may have suffered the last time it appeared.

A magister who risks his own magister's staff gains a treewarden with maximum hit points.

If you spend at least 56 days preparing the staff, the staff-treewarden will have +1 hit point per Hit Die.

Diminished Effects: The treewarden is *slowed*, as the spell.

Heightened Effects: You may select any spell of 3rd level or lower on your list of known spells and imbue the treewarden with that spell as it is summoned. This expends a spell slot as if you had cast the spell but takes no additional casting time.

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

CHARM ITEM

Enchantment (Charm) [Language-Dependent]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 per 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.

CHILL THE SOUL

Necromancy [Negative Energy]

Level: 1 (Complex)

Casting Time: Standard action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The bones in your hand (or similar appendage) are visible through your flesh, which emits a blue-black glow. Your touch disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of temporary Strength damage unless it makes a successful Fortitude

CHILL THE SOUL

Chill the soul is a great spell to modify for use by different casters. It would be easy enough to have a version that saps the Constitution or Dexterity of its victim. Alternatively, it might be interesting to change the spell so that it channels positive energy, dealing damage by overloading the victim's soul. Minor changes like this may not have a wide-reaching effect on game play, but they definitely add detail and life to a campaign.



saving throw. You can use this melee touch attack up to one time per level, attacking once per round.

Undead touched by you suffer no damage or Strength damage, but they must make successful Will saving throws or flee as if panicked for 1d4 rounds + 1 round per caster level.

Diminished Effects: You may make only a single attack, which deals no Strength damage.

Heightened Effects: You can use this melee touch attack up to one time per level, but you can make as many touch attacks per round as you are capable of. The damage increases to 1d8 points.

CHOKING MISTS

Conjuration (Creation) [Air]

Level: 3 (Complex)

Casting Time: Standard action

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

Effect: Cloud spreads in 20-foot radius, 20 feet high

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: No

This spell creates a bank of fog like that created by *mist bank*, except that the vapors are nauseating. The cloud has a distinctive greenish tinge and an indescribably odor. Living creatures become nauseated for as long as they remain in the cloud and for 1d4+1 rounds after they leave. (Roll separately for each nauseated creature.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors—and it does so in 1 round. If the spell carries the permanent template, such winds disperse it only temporarily; it reforms in 10 minutes.

Diminished Effects: The nausea ceases as soon as a creature is out of the mists and can breathe clean air.

Heightened Effects: Each round a creature spends in the mists, it is blinded and suffers a loss of 1d3 points of Constitution from coughing and wheezing. The spell will not reduce a creature's Constitution score below 1. These points come back at a rate of 1 point per 2 rounds once the creature can breathe clean air again.

Magic Item Creation Modifier: Constant ×2

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. Those touching the ground within the circle at the time of casting are 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 who make their saving throw, or those who enter the circle later, go unaffected. If you enter the circle yourself, 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 per minute if they fail a Fortitude saving throw.

CITY TRANSPORT

Transmutation [Giant]

Level: 8 (Exotic)

Casting Time: 1 full 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 $\times 2$, single-use $\times 2$

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 $\times 4$

CLIFFWALKER

Transmutation [Sibeccai]

Level: 2 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As you cast this spell, your target's hands and feet harden, growing sensitive to even the smallest crevasses in a surface. The subject can climb and travel on vertical surfaces or even traverse ceilings almost as well as if it were merely climbing a ladder. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse



a vertical or horizontal surface (even upside down). A creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus on their attacks against it. It cannot, however, use the run action while climbing.

Diminished Effects: The subject gains a +10 bonus on its Climb checks.

Heightened Effects: The subject's climb speed increases to 30 feet.

Magic Item Creation Modifier: Constant ×2

CLOAK OF DIVERSION

Abjuration [Force]

Level: 1 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level (D)

A magical energy field appears around you, glowing with a crazed mixture of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20 percent miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Diminished Effects: This spell lasts only one minute. During that time, ranged attacks will miss you 10 percent of the time.

Heightened Effects: This spell lasts 10 minutes plus one minute per level. The miss chance for ranged attacks increases to 25 percent.

Magic Item Creation Modifiers: Constant ×3, single-use ×2

CLONE

Necromancy [Truename]

Level: 8 (Exotic)

Casting Time: 10 minutes

Range: 0 feet

Effect: One clone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell makes an inert duplicate of a creature whose truename you know. If the original individual is ever slain, the original's soul transfers to the clone, creating a replacement (provided that the soul in question is free and willing to return).

The original creature's physical remains (if they still exist) turn to slime and fade away within 3 rounds and cannot thereafter be restored to life. If the original has reached the end of its natural life span, any cloning attempt fails.

CLONE

There are those who believe that Nexin and Duke Fanor are actually one and the same person. They point out that Nexin was famous for working on spells to preserve life in all of its forms. These individuals maintain that Nexin, early in his adventures, created a magical duplicate of himself in the event that he ever became grievously wounded. Instead, the duplicate awoke too soon and matured on its own, becoming Nexin's greatest rival.

To create the duplicate, the character must have a piece of flesh taken from the original's living body, with a volume of at least 1 cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the clone must be grown in a special container composed of the finest materials (value at least 1,000 gp). For example, the faen typically use a custom grown large water lily, tended constantly during the growing process; the flower bud remains closed with the clone growing inside. The most common material most races use is crystal.

It takes 2d4 months for the body to grow to a point where it can support life. When the clone has completed growing, it can be sustained for a number of months equal to four per caster level plus the level of the original subject.

The clone has the personality, memories, skills, and levels the original had at the time the piece of flesh was taken. However, the replacement must be at least one level lower than the original was at the time of death. If the original was 1st level, the clone's Constitution score drops by 1; if this would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is at the level at which the original died.

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

Diminished Effects: This version of the spell carries a chance that the clone will wake up prematurely, at which point it becomes instantly aware of the existence of the original creature and enraged at its own fate. It wakes up with all the memories of the original and at the original's level at the time the *clone* process began. It will do everything in its power to seek out the original and ruin its life, eventually trying to kill the original. These attempts might include posing as the original and attempting to break up family, friendships, and so on. The chance of the clone prematurely awakening is 2 percent + 1 percent for each month that the clone is sustained after it has grown.

Heightened Effects: When awakened, the clone instantly knows the location and manner of the original's death.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

CLOUD THE MIND

Enchantment [Mind-Affecting, Psionic]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 per level.

Heightened Effects: The duration lasts 10 minutes per level.

CLUATTA

Transmutation [Litorian, Plant]

Level: 1 (Simple)

Casting Time: Standard action

Range: Touch

Target: One touched nonmagical club or quarterstaff

Duration: One minute/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell is named after a litorian word for punishment. You enhance your nonmagical club or quarterstaff to grant it a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals an additional 2d4 points of damage on a successful hit. These effects only occur when you wield the weapon. If you do not wield it, the weapon behaves as if unaffected by this spell.

Diminished Effects: The duration expires after a single attack, but the staff deals an additional 1d3 points of damage if you hit.

Heightened Effects: You may hand the weapon to a different creature to wield, but the magic quickly fades. Each round the weapon is held by someone other than you, it is as if one minute of the spell's normal duration has passed. If you wield the weapon, it deals an additional 1d12 points of damage on a successful hit instead of 2d4 points. If someone else wields the weapon, it only deals an additional 1d4 points of damage.

Magic Item Creation Modifiers: Constant N/A

COAX FORTH POWER

Transmutation [Dragon]

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 doubles.

COLDSCREAM

Evocation [Cold, Sonic]

Level: 4 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 a second Reflex saving throw. If it fails, the object shatters.

Diminished Effects: The spell cannot shatter objects.

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

Magic Item Creation Modifier: Single-use ×2

COLOR FAN

Illusion (Figment) [Faen, Mind-Affecting]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You fan your hand toward your targets and a cone of brilliant colors springs forth. The closest 1d6 creatures within the cone are affected. The spell affects each subject according to its Hit Dice as follows.

2 HD or Less: Unconscious for 2d4 rounds, then blinded for 1d4 rounds, then stunned for 1 round.

3 or 4 HD: Blinded for 1d4 rounds, then stunned for 1 round.

5 HD or More: Stunned for 1 round.

Sightless creatures are not affected by *color fan*, nor are constructs. Only living creatures can be rendered unconscious.



Diminished Effects: The fan of lights is narrower, affecting only the nearest creature within range. Creatures of 3 HD or less are blinded for 1d3 rounds, then stunned for 1 round. Creatures of 4 or 5 HD are stunned for 1 round.

Heightened Effects: Unconsciousness lasts for 2d6 rounds, blindness lasts for 1d6 rounds, and stunning lasts for 1d3 rounds.

COMMAND METAL

Transmutation [Earth]

Level: 7 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 nonweapon 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, 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 to 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.

COMMAND PLANTS

Enchantment (Charm) [Plant]

Level: 5 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Up to 3 HD/level of plants or plant creatures, no two of which can be more than 30 feet apart

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you exude a burst of green and white energy that grants you a degree of control over one or more plants or plant creatures. Affected subjects can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as Friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it ordinarily wouldn't do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Diminished Effects: You may command only up to twice your caster level in Hit Dice of plants and plant creatures.

Heightened Effects: You may command up to four times your caster level in Hit Dice of plants and plant creatures.

Magic Item Creation Modifier: Single-use ×2

COMMUNE WITH THE CITY

Divination [Giant, 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 $\times 3$

COMMUNE WITH NATURE

Divination [Earth, Giant, Plant]

Level: 5 (Simple)

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

You enter a trancelike state, communing with the very land itself. Your feet become enmeshed in the ground you stand on, so that a casual observer might be unsure where the ground ends and you begin. While in the trance, you gain knowledge of the surrounding territory. You learn up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or the general state of the natural setting.

In outdoor settings, the spell operates in a radius of one mile per caster level. In natural underground settings, the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement.

Diminished Effects: The casting time increases to 20 minutes. In an outdoor setting, you are limited to a radius of one-half mile per caster level (maximum five miles). In natural underground settings, you are limited to 50 feet per caster level (maximum 500 feet).

Heightened Effects: You may learn up to four facts. Additionally, you can focus your areas of inquiry to learn an approximate direction and distance for anything whose presence you discern.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 1.5$.

COMPREHEND LANGUAGES

Divination [Dragon, Giant, Language-Dependent, Psionic]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell is highly prized by spies, as its casting reveals is no visible manifestation. Once cast, you can understand the spoken words of creatures or read otherwise incomprehensible written messages. You must touch the creature or the writing.

Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. Note also that the spell enables you to understand or read an unknown language, not speak or write it.

You can read written material at the rate of one page (250 words) per minute, even if you are otherwise illiterate. Magical writing cannot be read, other than to discern that it is magical. The spell does not decipher codes or reveal messages concealed in otherwise normal text.

Diminished Effects: The casting time is a full-round action, and the duration falls to one minute per level. Further, you are only able to catch the gist of the words, which might lead to misunderstandings.

Heightened Effects: You do not need to touch the creature or writing you are deciphering.

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

COMRADE'S IMMUNITY

Transmutation [Truename]

Level: 3 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 a spell resistance check to affect her. Thus, spells that do not allow spell resistance can still affect her. The target must be willing and you must state her truename as part of the spell.

Mages frequently use this spell on their fighter allies; it allows 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: The immunity conferred applies only to spells of 3rd level or higher.

Heightened Effects: The spell can affect one creature for every five levels.

Magic Item Creation Modifier: Constant $\times 2$

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 you want your friends to follow.

Heightened Effects: The duration becomes one day per level.

CONDITIONAL SPELL

Evocation

Level: 6 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 $\times 2$, spell-completion $\times 2$

CONFUSION

Enchantment (Compulsion) [Faen, Mind-Affecting, Psionic]

Level: 4 (Simple)

Casting Time: Standard action

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

Targets: All creatures in a 15-foot-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

To those subject to this spell, the air seems to be filled with disconcerting noises such as children’s voices, odd laughter, and random musical notes. Creatures affected by this spell behave randomly, as indicated on the following table:

d12 Behavior

- 1 Wander away for one minute (unless prevented).
- 2–4 Do nothing for 1 round.
- 5–7 Behave foolishly for 1 round (hop like a bunny, try to eat a backpack, and so on).
- 8–10 Attack nearest creature for 1 round.
- 11–12 Act normally for 1 round.

Except on a result of 1, roll again at the beginning of each subject’s turn to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature attacked automatically attacks its attackers on its next turn.

Diminished Effects: The range is reduced to Close (25 feet + 5 feet per two levels). Creatures under the effect may roll twice and choose the result they prefer.

Heightened Effects: The spell’s area increases to a 20-foot-radius burst. The targets roll twice, but you select which result they must accept.

DISEASES IN THE DIAMOND THRONE LANDS

A number of diseases are common to the world of Serran. Most are fairly harmless, but a few are severely debilitating. Diseases typically are transmitted via contact, ingestion, inhalation, or injury. Whenever a character interacts with a source of disease, there is always a chance for infection. **Contact** diseases require the character to merely touch the source of disease. **Ingestion** requires consumption of diseased food or drink. **Inhalation** requires breathing air carrying the disease. **Injury** requires the character to be physically injured, typically through an attack.

In all cases, a successful Fortitude save will prevent the character from contracting the disease. On a failed save, the disease incubates for a set period of time before it deals damage to the body. A character subject to a disease may attempt a new save each day to be cured. Any of the following diseases can be spread via the contagion spell.

Disease	Type of Infection	DC	Induction Period	Damage
Air moss	Inhalation	16	1d3 days	1d4 Strength
Dragon eye	Injury	16	One day	1d6 Wisdom
Fur rot	Contact	15	1d4 days	1d6 Dexterity
Grey lungs	Inhalation	15	1d4 days	1d6 Strength
Oathmaker	Ingestion	17	One day	1d4 Intelligence
Scales	Injury	14	1d6 days	1d6 Charisma
Sonish sea blight	Ingestion	15	1d3 days	1d4 Constitution
The wheeze	Contact	14	1d4 days	1d2 Strength, 1d3 Constitution

Air Moss: One typically encounters this ailment when moss from swampland is dried for use as fuel. However, any dry plant can carry a variety of the disease. Victims tend to have trouble catching their breath, leaving them very weak.

Dragon Eye: This disease is commonly carried by lizards, although a variant is known to spread through fish. It attacks the eyes, making them red and puffy. It is quite painful.

Fur Rot: Most often spread by mammals, fur rot can live for a short time in clothing, rugs, blankets, and so on. Once the disease is contracted, victims itch uncontrollably, often gouging deep scratches in their flesh.

Grey Lungs: This disease is as disgusting as its name sounds. It is usually contracted near areas of filth and waste.

Oathmaker: This ailment is so named because the pain is intense enough for victims to swear to anything to make it stop. The headaches it causes are nearly blinding. It is transmitted through contaminated drinking water.

Scales: One usually contracts this disease from a lizard bite or scratch. It covers its victims in a very unsightly layer of dead, scaly skin.

Sonish Sea Blight: The curse of many a sailor, this disease gets into stored food, usually through contact with vermin. Once they eat the blighted food, victims feel extremely weak and (ironically) hungry.

The Wheeze: Carried by most civilized creatures, this disease will spread like wildfire, usually in cooler climates. Victims are physically weakened and appear very pale. Their voices become dry and scratchy, hence the condition's name.

CONTAGION

Necromancy
Level: 3 (Simple)
Casting Time: Standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Your hand is surrounded by an unhealthy grey glow. With a successful touch attack, you force the target creature to make a Fortitude save. Failure means the subject contracts a disease, which strikes immediately (no incubation period). See the accompanying sidebar for more information.

Diminished Effects: This spell affects only creatures of the same type as yourself (humanoid, giant, and so on), unless you know the subject's truename.

Heightened Effects: The spell persists for 1 round per three caster levels. You may make one touch attack per round.

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 Appendix). You command the creature by voice. There is no telepathic communication, but the creature understands you, whatever language 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 duration lasts one day per level.

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

CONTROL WATER

Transmutation [Water]
Level: 5 (Simple)
Casting Time: Standard action
Range: Long (400 feet + 40 feet/level)
Area: Water in a volume of 10 feet/level × 10 feet/level × 2 feet/level

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Your skin takes on a slightly bluish tinge when you cast this spell, which allows you to either lower or raise the water within the area.

Lower Water: This causes water (or similar liquid) to sink away to a minimum depth of 1 inch. You can lower the depth by up to 2 feet per caster level. The water lowers within a squarish depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of water, the spell creates a whirlpool that sweeps ships downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell. The spell has no effect on other creatures.

Raise Water: This causes water (or similar liquid) to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes land near the raised water, the water can spill over onto dry land.

For either version, the character may reduce one horizontal dimension by half to double the other horizontal dimension. In either version, swimmers caught in its effect also suffer the effects of a *water roil* spell.

Diminished Effects: It takes one minute to cast this spell. Its effects last for only 10 minutes plus one minute per level.

Heightened Effects: Your control over water is precise. Liquid under the effect of this spell takes on the hint of substantial shapes (hundreds of fists smashing out of the water, dolphins leaping in the spray, and so on). Each round, you can choose to inflict 1d6 points of bludgeoning damage per two caster levels (maximum 5d6) to all creatures and objects (including ships) within range in the water. Creatures may attempt a Reflex save to negate the damage.

CORROSIVE MISTS

Conjuration (Creation) [Acid, Air]

Level: 6 (Complex)

Casting Time: Standard action

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

Effect: 20-foot-radius spread, 20 feet high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Casting this spell conjures a cloud of silvery-blue mists that quickly billow out, creating a bank of fog. Any creatures caught in or entering the mists find their movement impeded as if they were affected by a *grasping mists* spell (see page 107). In addition to slowing creatures down and obscuring

sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Diminished Effects: The acid is less corrosive than that created by the normal version of the spell. Creatures and objects within the mists suffer only 1d6 points of damage per round.

Heightened Effects: The acid is extremely corrosive, dealing 2d6 points of damage per round to creatures and objects caught within the mists. Creatures in the spell's area also take 0–2 (d3–1) points of temporary Strength damage each round.

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

CREATE CREATURE OF THE MIST

Conjuration (Creation) [Air]

Level: 7 (Complex)

Casting Time: One hour

Range: Touch

Effect: One creature of the mist up to CR 9

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a creature made of mist (see Appendix). The creature can be any type of being you have encountered or studied (given the limits of the creature template). It has CR 8 or less and carries the creature of the mist template, making the resultant creature CR 9 or less. The creature appears floating immediately above you out of a brazier in which you burn certain 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 outlook and intelligence. Although the creature is newly created, the magic of this spell grants it its full intellect—thus, it is not foolish or naive 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 7.

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

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

CREATE CREATURE OF THE MIST (GREATER)

Conjuration (Creation) [Air]

Level: 9 (Complex)

Effect: One creature of the mist up to CR 12

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

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



Heightened Effects: The creature of the mist created has a maximum of CR 13.

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

CREATE CREATURE OF THE MIST (LESSER)

Conjuration (Creation) [Air]

Level: 4 (Complex)

Effect: Creature of the mist up to CR 5

As *create creature of the mist*, except you create a creature of the mist from a base creature up to CR 4 (making the resultant creature CR 5 or less).

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 $\times 2$

CREATE WATER

Conjuration (Creation) [Water]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Through this spell you create wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large (possibly creating a downpour or filling many small receptacles).

Water weighs about 8 lbs. per gallon. One cubic foot of water contains roughly eight gallons and weighs about 60 lbs.

Diminished Effects: You create only one-half gallon of water per caster level.

Heightened Effects: The water created can appear with force, dousing flames and putting out small fires. An elemental creature with the fire subtype caught in the area of the spell suffers 1d6 points of damage per two caster levels (maximum 5d6, Reflex save for half damage). An elemental creature of the water subtype caught in the area of the spell enjoys 1d6 points of healing per two caster levels (maximum 5d6).

CROSS OF ENERGY

Evocation [Any Energy]

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 energy bolts leap from you at the same time in different directions. You choose the energy type and direction that one bolt travels. Two others travel away from you at 90-degree angles to the left and right; the last one 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 energy damage per caster level (maximum 15d6 per bolt).

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

Heightened Effects: Each bolt inflicts 1d8 points of damage per 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 completely 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 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.

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

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

Magic Item Creation Modifier: Constant ×4

CURSE OF WOUNDING

Transmutation [Curse, Truename]

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 per 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

CURTAIN OF FLAME

Evocation [Dragon, Fire]

Level: 4 (Simple)

Casting Time: Standard action

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

Effect: Opaque sheet of flame up to 20 feet long/level or a ring of fire with a radius of up to 5 feet/two levels; either form 20 feet high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

You cause an immobile, blazing curtain of shimmering violet fire to spring into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per



caster level to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

If this spell is cast with the permanent template but is extinguished by cold damage, it becomes inactive for 10 minutes, then reforms at normal strength.

Diminished Effects: The sheet of flame is 10 feet long.

Heightened Effects: The spell takes on the light descriptor. Creatures passing through the wall must make a Fortitude save or be blinded for 1d6+1 rounds.

DANGERSENSE

Divination [Psionic]

Level: 1 (Complex)

Casting Time: Standard action

Range: 60 feet

Area: Cone-shaped emanation

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Casting this spell heightens your awareness of certain dangers. You are more likely to detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps (including trapdoor traps), but it does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). It does not reveal other potentially dangerous conditions.

The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the *snare* spell on page 191), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.



1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard that you closely examine.

Each round, you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Diminished Effects: The range of this version of the spell is only 30 feet. The duration lasts up to one minute per level.

Heightened Effects: The spell can penetrate 2 feet of stone, 2 inches of metal, up to one-half inch of lead, or up to 6 feet of wood or dirt. You learn the presence or absence of hazards, as well as the number and location of each in the first round. You learn the general type and trigger for a particular hazard on the second round.

Magic Item Creation Modifier: Constant $\times 2$

DAY'S LIGHT

Evocation [Light]

Level: 3 (Simple)

Casting Time: Standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You touch an object, which sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. However, this spell will not damage or destroy creatures damaged or destroyed by bright light.

If cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Should someone bring the spell effect into an area of magical darkness (or vice versa) both are temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Diminished Effects: The spell's light shines brightly only in a 30-foot radius, and it sheds dim light out to 60 feet.

Heightened Effects: You can cast the light on any object or creature within Close range (25 feet + 5 feet per two levels). Creatures (or objects held by creatures) are allowed spell resistance and get a Will save to negate the effects.

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

DEATH TOUCH

Necromancy [Negative Energy]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject (see text)

Saving Throw: Will negates

Spell Resistance: Yes

This foul spell covers you with a dark violet energy, which flows to your hands and from there into the target. You draw forth the ebbing life force of the creature and use it to fuel your own power.

Upon casting this spell, you must successfully touch a living creature whose hit point total has fallen to its dying score or below. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Also, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per Hit Die of the subject creature.

Diminished Effects: You must know the target's true-name. The spell takes on the truename descriptor.

Heightened Effects: The target's body absorbs the violet energy and over the next few rounds turns to ash and fumes. These fumes seek you out, so that as long as you are within 10 feet of the target, you gain 1d8 temporary hit points per round for the next 1d6+1 rounds.

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

DEATH WARD

Necromancy [Positive Energy]

Level: 4 (Simple)

Casting Time: Standard action

Range: Touch

Target: Living creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your target is temporarily bathed in a golden light. While this spell remains in effect, the subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects. This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level. The spell does not protect against other sorts of attacks, even if those attacks might be lethal.

Diminished Effects: You must know the target's true-name. The spell takes on the truename descriptor.

Heightened Effects: You can touch one creature per five caster levels.

DELUSION

Illusion (Glamour) [Faen]

Level: 6 (Exotic)

Casting Time: Standard action

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

Targets: One or more creatures, no two of which can be more than 30 feet apart

Duration: Concentration + one hour/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

With a quick flash of light and a small shower of twinkling motes, you instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be any creatures you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamor, but spell resistance doesn't help.

Diminished Effects: You may affect only one creature per three caster levels. The spell lasts for 10 minutes per caster level after your concentration ceases.

Heightened Effects: The creatures can also appear as inanimate objects. They can still move about, however, which may cause some suspicion in an observer.

DEMAND

Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting, Psionic]

Level: 8 (Complex)

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: Will partial

Spell Resistance: Yes

This spell functions like *sending* (page 185), but the message can also contain a *suggestion*, which the subject does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* proves ineffective.

The *demand*'s message to the creature must be 25 words or less, including the *suggestion*. The creature can also give a short reply immediately.

DEMAND

Spells like demand are useful in the hands of NPCs, but need not be cast on party members to be effective. Instead, NPCs can use such spells to force an innocent third party to do their vile bidding. As a result, the third party is framed for the villains' misdeeds. This can lead to misconceptions that only savvy PCs can straighten out.



You must possess something to focus on that reminds you of your target. This can be a doll shaped like your target, a mug of the target's favorite ale, and so on.

Diminished Effects: You must know the truenome of your target, and the spell takes on the truenome descriptor. Further, you will not know whether the *suggestion* took effect. The chance of failure for extraplanar communication increases to 10 percent, as does the chance of a malevolent entity overhearing your conversation (see the *sending* spell description).

Heightened Effects: The spell's duration increases to 1 round per four caster levels (to a maximum of 5 rounds). Every round, you and the target can each exchange a 25-word (or shorter) message. If the *suggestion* takes hold, the target may also be affected by any one other enchantment you then cast, with no saving throw. This spell must be of 3rd level or lower.

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

DEPRIVATION

Necromancy [Curse, Negative Energy, Psionic, Truenome]

Level: 3 (Simple)

Casting Time: Standard action

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

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

A dark glow surrounds the target's head, then dissipates. A target that fails its Fortitude save is blinded or deafened, as

you choose. The effect cannot be dispelled, but spells such as *remove curse* and *words of undoing* (page 227) negates the effect.

Diminished Effects: The range is reduced to Close (25 feet + 5 feet per two caster levels). The effects of the spell wear off after one minute per caster level (maximum five minutes).

Heightened Effects: If the target fails its save, it is both blinded and deafened.

DETECT ANIMALS OR PLANTS

Divination [Litorian, Plant, Sibeccai]

Level: 1 (Simple)

Casting Time: Standard action

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

Area: Cone-shaped emanation

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change it each round. Your skin tones darken as you detect animals, and lighten as you detect plants.

The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant. This spell only detects creatures of the animal subtype, although it will detect both plants and plant creatures.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

- **Normal:** Has at least 90 percent of full normal hit points, free of disease.
- **Fair:** 30 percent to 90 percent of full normal hit points remaining.
- **Poor:** Less than 30 percent of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.
- **Weak:** 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Diminished Effects: The range of this spell is Close (25 feet + 5 feet per two levels). It lasts only one minute per level.

Heightened Effects: The spell detects groups of animals or plants of a general type (such as canines, conifers, and so on) as opposed to a specific kind (a wolf or pine tree, for example). Further, the spell can penetrate 2 feet of stone, 2 inches of metal, up to one-half inch of lead, or up to 6 feet of wood or dirt.

Magic Item Creation Modifier: Constant $\times 3$

DETOIM NAR (GUIDED STRIKE)

Divination [Dragon, 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 per five caster levels. The attacks can be any attacks made during the duration, at your 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 per level.

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

DEVOURING SWARM

Conjuration (Summoning) [Curse]

Level: 5 (Exotic)

Casting Time: 1 full round

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

Effect: One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

Upon casting this spell, you appear to have compound eyes, much like an insect's. You summon a number of swarms of locusts (one per three levels), so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee. See the MM for details on swarms.

Diminished Effects: It is very difficult to cast this spell. At the end of casting, you must make a Will save (Difficulty Class equals the spell's DC) or the spell fails. The spell's maximum range is Medium (100 feet + 10 feet per level), and you can summon only one swarm per five caster levels.

Heightened Effects: Any swarm summoned has maximum hit points. Further, the swarm's damage increases from 2d6 to 3d6 points and it gains greater speed, moving 20 feet per round on land and flying 40 feet per round (poor maneuverability).

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



DIABOLICH PORTAM (DEVIL'S GATE)

Conjuration (Summoning) [Dragon]

Level: 7 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 barbaz, kyton, or erinyes (equal chance of each) passes through the gate and arrives in your presence. If you speak an Infernal word of greeting (a free action), there is a 50 percent chance that 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 becomes 1 round per two levels.

Heightened Effects: There is a 75 percent chance the devil will remain and obey in this version of the spell. There is no chance it will attack.

Magic Item Creation Modifiers: Charged $\times 3$, constant $\times 3$, single-use $\times 3$

DISCERN LOCATION

Divination [Giant]

Level: 8 (Complex)

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Casting this spell is an involved ritual. As you cast it, you free a portion of your mind to explore the nooks and crannies of the land. Upon completing the spell, you manage to locate one creature or object that you seek. *Discern location* reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

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

If there is a defensive or protective spell in place (such as *unknown*) you must make a caster power check to cast this

spell (DC 10 + the opposing caster's level; you receive a +4 insight bonus on your check).

Diminished Effects: The ritual for this version of the spell takes one hour to perform, and you must know the true-name of your target. In this case, the spell takes on the true-name descriptor.

Heightened Effects: It takes you only five minutes to locate the creature or object. However, as part of the ten-minute ritual, you are able to cast a divination spell on the subject once it is located, regardless of range. The divination spell must be 4th level or lower, and it expires at the end of your ritual.

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

DISCERN PREFERENCE

Divination [Mind-Affecting, Psionic]

Level: 1 (Simple)

Casting Time: One minute

Range: Unlimited

Target: One creature known to you

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn the subject's preference regarding an issue you specify at the time of casting. For example, if you specified, "What is the king's favorite color?" and then cast the spell, you would learn the king's favorite color so you could prepare a gift to present to him when you are called to court the next day. Likewise, you could specify, "Does Charnoth want to go into the Tower of Terephon?" and learn whether or not he does (although Charnoth still might go there, even if he does not want to).

Diminished Effects: You must know the target's true-name, and the spell gains the truename descriptor.

Heightened Effects: This version of the spell affects up to three targets.

DISCORDANT CHORD

Enchantment (Compulsion)

[Mind-Affecting, Psionic, Sonic]

Level: 5 (Simple)

Casting Time: Standard action

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

Area: Creatures within a 20-foot-radius spread

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell requires you to perform a brief musical composition. This can be as simple as a song you sing or as complex as an elaborate melody played on an obscure instrument. As the music is played, creatures find their ability to reason diminished and replaced by a blinding hatred of those

nearby. Each affected creature has a chance to attack the nearest target each round, be it friend or foe. When you are done casting the spell, make a Perform check. Your result +35 is the percentage chance that each creature will attack its nearest neighbor each turn. A creature that does not attack its nearest neighbor is free to act normally for that round. If you continue to perform past the first round, the chance for creatures to attack their neighbors increases 5 percent each round.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Diminished Effects: The chance for creatures to attack their nearest neighbor is only 20 percent plus the result of your Perform check. If you keep performing, the chance for creatures to attack their neighbors goes up by 3 percent each round.

Heightened Effects: The area of the spell increases to a 30-foot-radius spread. Affected creatures enter into such a state of fury that they gain a +2 bonus to their Strength and Constitution scores, while taking a –2 penalty to their Armor Class and on Will saves.

DISINTEGRATION FIELD

Transmutation

Level: 8 (Exotic)

Casting Time: 1 round

Range: Close (25 feet + 5 feet/two levels)

Area: One 10-foot cube/five 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 per 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 per round.

Magic Item Creation Modifiers: Constant ×1.5, single-use ×1.5



DISMISSAL

Abjuration [Giant, Truename]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You take on a commanding tone, and your body appears cloaked in powerful light. This spell forces an extraplanar creature whose truename you know back to its home plane if it fails a Will save. You add your caster level to the spell's save DC, while your target adds its Hit Dice as a bonus on its saving throw. If the spell succeeds, the creature is instantly whisked away, but there is a 20 percent chance of actually sending the subject to a plane other than its own.

Diminished Effects: The range is reduced to Touch.

Heightened Effects: You may choose the plane your target is sent to. If your choice is not the target's home plane, there is a 20 percent chance it will go to its home plane in any event. It may not return to the plane the spell is cast on for one year per caster level.

Magic Item Creation Modifiers: Constant ×2, spell-completion ×2, single-use ×3

DISPLACEMENT

Illusion (Glamour)

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your target appears to be about 2 feet away from its true location. The target benefits from a 50 percent miss chance as if it had total concealment. However, unlike actual total



concealment, this spell does not prevent enemies from targeting the creature normally. A *lion's eye* spell reveals its true location.

Diminished Effects: Casting this spell is a full-round action. The target has a 30 percent miss chance.

Heightened Effects: The displacement effect makes anticipating the target's actions difficult. The target gains a +2 dodge bonus on Reflex saves.

Magic Item Creation Modifier: Constant $\times 3$

DISRUPT REFLEXES

Enchantment [Mind-Affecting, Psionic]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 lasts 1 round per level.

Heightened Effects: The duration becomes 10 minutes per level.

DISRUPT UNDEAD

Necromancy [Positive Energy]

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bright white ray shoots from your extended hand. You must make a ranged touch attack to hit your target. If the ray hits an undead creature, it deals 1d6 points of damage to it.

Heightened Effects: An undead target takes 1d6 points of damage per two caster levels, to a maximum of 5d6.

DISRUPTING WEAPON

Transmutation [Positive Energy]

Level: 5 (Complex)

Casting Time: Standard action

Range: Touch

Target: One melee weapon

Duration: 1 round/level

DISRUPT UNDEAD

Despite its low level, this spell can cause quite a bit of damage if used in its heightened form. It is very utilitarian, because even incorporeal undead are affected normally by it. If players are looking to craft unusual magic items effective against undead, they should consider this spell a vital component. Disrupt undead is probably a good spell for mages assigned to a night patrol to have available to them.

Saving Throw: Will negates (harmless, object) (see text)

Spell Resistance: Yes (harmless, object)

This spell infuses a melee weapon with positive energy, making it deadly to undead. Any undead creature with Hit Dice equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

Diminished Effects: You must wield the melee weapon. An undead creature struck suffers 1d6 points of damage per caster level (maximum 10d6). A Will save reduces this damage by half.

Heightened Effects: You may affect one melee weapon per four caster levels (to a maximum of five weapons). The weapons must be within a 10-foot-radius burst of your location when the spell is cast.

Magic Item Creation Modifier: Constant N/A

DIVERT CHARGE

Abjuration

Level: 2 (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 both 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 $\times 9$





DIVINATORY EXPUNGEMENT

Conjuration (Creation)

Level: 5 (Complex)

Casting Time: Standard action

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

Area: One 10-foot cube per level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You designate a specific area and a time in the immediate past (within one minute per level) during which activities are resistant to detection by divination effects. Anyone attempting to use a divination spell to determine events taking place in the warded area during the time you designated must succeed on an opposed caster power check with you, or the divination spell fails.

For example, if a mage were to break into a tower then cast this spell after leaving, he would hinder the effectiveness of divination spells seeking to reveal the break-in, the party responsible, or exactly what occurred. Unless their casters succeed on a caster power check, spells such as *location lore-sight* will not register his activities, nor will a spell such as *questing soul* (see page 170) reveal details of what he did. Since this spell only affects the past, however, his actions might still have been scried while they were ongoing.

Actions concealed by this spell are very difficult to sense using the akashic memory. Such attempts add +5 to the Difficulty Class of an akashic's attempt to delve into the collective memory.

Diminished Effects: The spell lasts no longer than one hour per level.

Heightened Effects: You gain a +4 luck bonus on opposed caster power checks in regard to this spell, and the Difficulty Class of an akashic's delve attempt increases by +8.

Magic Item Creation Modifier: Single-use ×2

DOLPHIN FORM

Transmutation

Level: 3 (Complex)

Casting Time: 1 full round

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You change yourself into a dolphin. Your type changes to animal. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage nor provide other benefits of resting; and changing back does not heal you further). If slain, you revert to your original form, though you remain dead. You gain the Strength, Dexterity, and Constitution scores of a dolphin (use porpoise stats from the MM) but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves and hit points, but

gain the dolphin's damage, Armor Class, speed, swimming ability, and blindsight. You retain your own skills and feats, and gain the dolphin's feats and racial bonuses to skills (but not its skill ranks).

Diminished Effects: The duration is 1 round per level. You do not heal when you change form.

Heightened Effects: You gain a +2 bonus to attacks and damage, natural armor bonus to Armor Class, saves, and checks while in the dolphin form.

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* nor dispel it.

Diminished Effects: The duration becomes 10 minutes per level.

Heightened Effects: The duration becomes Permanent.

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

DOORWAY TO ELSEWHERE

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 (roll 1d20+80)	—	—	81–92	93–100

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 with a *scrying* caster power check (or Intelligence check), DC 20. Even if it 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 for it to lead to—a place you have been or have had described to you. It can even be on another plane. To determine whether the doorway appears where you want it, roll on the table above and check the descriptions below.

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 mis-translated an ancient tome and tried to step 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 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.

Heightened Effects: The door can be two-way if you wish.

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

DRAGONSKIN

Conjuration (Creation) [Dragon]

Level: 5 (Exotic)

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

DREAM LEARNING

Divination [Mind-Affecting, Psionic]

Level: 3 (Simple)

Casting Time: One standard action

Range: Touch

Target: One sleeping creature

Duration: Eight hours (or until creature awakens)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A sleeping creature you touch studies a subject of your choice while it sleeps. The target learns what you know about the subject, and nothing more. The creature learns as much during sleep as it would during a full day of instruction, but it cannot learn anything that it couldn’t learn while awake. In other words, while you can teach arithmetic to a sleeping human, you can’t teach it to a sleeping dog. Used long-term, a creature could learn new skills or lore without taking time out of the day for lessons. Use of this spell does not confer any special bonuses to skills or extra skill points, but it does potentially confer extra free time.

Diminished Effects: N/A

Heightened Effects: The range is unlimited.



DREAMWALK

Illusion (Phantasm) [Mind-Affecting, Psionic]

Level: 5 (Exotic)

Casting Time: One minute

Range: Unlimited

Target: Living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

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

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

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

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Diminished Effects: You must know the recipient's true-name. If used in this way, the spell takes on the true-name descriptor

Heightened Effects: Your message can be slightly more complex in this version of the spell, and you (or the messenger) may have up to 1 round of communication per level with the recipient.

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

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.

DRY RAIN

This spell was created by the verrik for use in the Southern Wastes. However, it has since proven far more useful by spellcasters not from desert climates, as such folk are unused to its effects.

EAGLE FORM

Transmutation

Level: 2 (Complex)**Casting Time:** 1 full round**Range:** Personal**Target:** You**Duration:** 10 minutes/level (D)

You change yourself into an eagle. Your type changes to animal. Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage nor provide other benefits of resting; and changing back does not heal you further). If slain, you revert to your original form, though you remain dead. You gain the Strength, Dexterity, and Constitution scores of an eagle but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves and hit points, but gain the eagle's damage, Armor Class, speed, and flying ability. You retain your own skills and feats, and gain the eagle's feats and racial bonuses to skills (but not its skill ranks).

Diminished Effects: The duration is 1 round per level. You do not heal when you change form.

Heightened Effects: You gain a +2 bonus to attacks and damage, natural armor bonus to Armor Class, saves, and checks while in the eagle form.

EAGLE'S SPLENDOR (LESSER)

Transmutation [Litorian, Sibeccai]

Level: 2 (Exotic)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** One minute/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

Your target gains a piercing gaze that is both exotic and commanding. The subject becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier.

Diminished Effects: You may target only yourself. The spell lasts only 1 round per level.

Heightened Effects: The target becomes even more poised in demeanor and bearing. The enhancement bonus to Charisma increases to +6.

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

EAGLE'S SPLENDOR (GREATER)

Transmutation [Litorian, Sibeccai]

Level: 6 (Exotic)**Range:** Close (25 feet + 5 feet/two levels)

Target: One creature/level, no two of which can be more than 30 feet apart

This spell functions just like *lesser eagle's splendor*, except that it affects multiple creatures and operates at Close range rather than Touch.

Diminished Effects: This version of the spell lasts only 1 round per level.

Heightened Effects: The targets become even more poised in demeanor and bearing. The enhancement bonus to Charisma increases to +6.

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

EARTHBOND

Transmutation [Earth, Plant]

Level: 3 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** One 20-foot square/level**Duration:** One hour/level (D)**Saving Throw:** Reflex partial**Spell Resistance:** Yes

You must be in contact with the ground in order to cast this spell. When you cast it, your body takes on a rocky, hard-edged look. Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way, bursting ever so slightly through the crust of the earth. Typically, this spell can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell also must succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a healing spell (including a *transfer wounds* spell), which also restores the hit points lost due to *earthbond*. Another character can remove the penalty by taking a full 10 minutes to dress the injuries and then succeeding on a Heal check (DC 20).

Diminished Effects: Vegetation and earth under the effect of this spell are less sharply pointed. The damage decreases to 1d2 points per 5 feet of movement. The spell's duration lasts 10 minutes per level.

Heightened Effects: Vegetation and earth under the effect of this spell become even sharper. The damage increases to 1d8 points per 5 feet of movement. This version of the spell can be cast on stone floors, as long as the stonework is somewhat crude (the bottom of a mine, for example, as opposed to a smooth palace floor made of marble).



EARTHEN CLAW

Conjuration (Summoning) [Earth]

Level: 2 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 per level, during which the claw can make one attack per 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 yourself 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 lasts one minute per level.

EARTHSPEAK

Divination [Earth, Language-Dependent]

Level: 6 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level

EARTHSPEAK

Before the krej were firmly established (see Introduction), Nexin is said to have spoken with the stones of the mountains and requested they do him and his followers a favor. The stones refused at first, but Nexin persisted. After a week, the mountains finally agreed to assist him in his cause. They summoned an elemental of earth to clear out the areas where the krej were to be established. In these areas, Nexin had further counsel with the stones and secured their vow never to reveal his secrets. To this day, the stones have made good on their vow. What they received in exchange for this promise must have been truly impressive.

Saving Throw: None

Spell Resistance: No

Your eyes flash rust-colored as this spell takes effect and your voice, to others, resembles the wind or a warm spring shower.

While this spell is in effect, you can communicate with unattended and unworked minerals and stone. Stone and ore's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside the immediate vicinity. Generally, you can ask and receive one question and answer for each minute the spell remains in effect.

The spell doesn't make the subject of communication any more friendly or cooperative than normal. For example, a boulder may not appreciate that your traveling companions are sitting on it.

Diminished Effects: The spell lasts only one minute per two caster levels.

Heightened Effects: You can use this spell to communicate with unattended worked and manufactured items, including constructs.

Magic Item Creation Modifier: Single-use ×2

EARTHTRICK

Transmutation [Earth]

Level: 5 (Simple)

Casting Time: Standard action

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

Area: Up to two 10-foot cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

Casting this spell bathes the area in a warm brown glow. The area quickly changes according to your will. You must choose how this spell will function:

Mud to Rock: This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently. Any creature in the mud may attempt a Reflex save to escape before the area hardens into stone.

Rock to Mud: This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud.

Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a –2 penalty on attack rolls and to Armor Class. Brush thrown atop the mud can support creatures who manage to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If this version of the spell is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings generally remain immune to the effect of the spell, since *earthtrick* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell. The mud remains until a successful *dispel magic* or the contrasting version of this spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact amount of time depends on exposure to the sun, wind, and normal drainage.

Diminished Effects: The spell has a range of Close (25 feet + 5 feet per two levels) and affects only a single 5-foot cube per caster level.

Heightened Effects: The range increases to Long (400 feet + 40 feet/level). The spell's area increases to one 20-foot cube per caster level. If used to create mud, the depth can reach 20 feet.

Magic Item Creation Modifier: Single-use ×2

ELAN

Enchantment (Compulsion) [Mind-Affecting, Psionic]

Level: 3 (Complex)

Casting Time: Standard action

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

Targets: One living creature/level, no two of which may be more than 30 feet apart

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Casting this spell fills the area with a soft white glow. The glow settles in creatures you choose, instilling powerful hope in them. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Diminished Effects: You may affect only one creature per four levels (to a maximum of five). You must know the true-



name of the creatures you affect, and the spell takes the true-name descriptor.

Heightened Effects: Casting this version of the spell dispels any mind-affecting spells or effects of 3rd level or lower active on your subjects. The subjects gain a +4 morale bonus on saves against mind-affecting spells and are each cured of 1d4+1 points of damage.

Magic Item Creation Modifier: Constant N/A

ENCHANTED STRIKE

Transmutation [Litorian, Sibeccai]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Living creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you touch a living creature, one of its natural weapons (your choice) glows white. That natural weapon gains a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon.

Diminished Effects: This version of the spell lasts only 1 round.

Heightened Effects: If you know your target's truename, the spell affects all of its natural attacks. If used in this way, the spell takes on the truename descriptor. Otherwise a single additional natural attack also receives the benefits of the spell.

Magic Item Creation Modifiers: Constant N/A, single-use ×2

ENDURE ELEMENTS

Abjuration [Air, Earth, Fire, Water]

Level: 1 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell summons a brief swirl of color that rushes into your target's mouth. The target is filled with a calming presence that keeps it appropriately warmed or cooled despite other weather conditions. A creature protected by this spell suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between −50 and 140 degrees Fahrenheit without having to make Fortitude saves. The spell likewise protects the creature's equipment. It does not provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Diminished Effects: You must know your target's truename, and the spell takes on the truename descriptor. The spell lasts but a single hour per level (to a maximum of six hours).

Heightened Effects: The target receives a +2 morale bonus on saves against spells with an elemental descriptor (air, earth, fire, or water).

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

ENERGY DELUGE

Evocation [Varies]

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

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

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

Magic Item Creation Modifier: Single-use ×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 per level, and the whip inflicts only 1d6 points of damage.

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

Magic Item Creation Modifier: Constant ×5

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 glistening; 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 energy 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 *energy shroud* cast upon it at a time.

Diminished Effects: The duration becomes one hour per level.

Heightened Effects: The undead also receives +4d6 bonus hit points.

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

ENTANGLE

Transmutation [Plant]

Level: 1 (Complex)

Casting Time: Standard action

Range: Long (100 feet + 10 feet/level)

Area: Plants in a 20-foot-radius spread

Duration: One minute/level (D)

Saving Throw: Reflex partial (see text)

Spell Resistance: No

With words whispered to the local vegetation, you cause grasses, weeds, bushes, and even trees to wrap, twist, and entwine about creatures in the area (or those who enter the area). Such creatures are held fast and become entangled. A creature can break free and move half its normal speed by using a full-round action to make a Strength or Escape Artist check (DC 18). A creature that succeeds on a Reflex save is not entangled but moves at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Diminished Effects: The spell's range is only Close (25 feet + 5 feet per two levels) and it affects just a single 10-foot-square area. Creatures caught within the area are not entangled, but can move at only half speed unless they make a Reflex saving throw (in which case they may move at normal speed). The duration lasts only 1 round.

Heightened Effects: The spell has a range of Long (400 feet + 40 feet per level). Its area is a 40-foot-radius burst. Creatures in the area must make a Strength check or Escape Artist check (DC 20) in order to move.





ERASE

Transmutation [Force, Runic]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One scroll or two pages worth of writing

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

As you cast this spell, you bring into being a magical cloth or other cleaning implement. This glowing, floating form removes writings of either a magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove magical writings of 6th level or lower. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90 percent.

You must touch magical writing or a rune to erase it, and also succeed on a caster power check (DC 10 + the writer's level). The runes created by a runethane are slightly more difficult to eliminate than those created by a spell (DC 15 + the runethane's level). A natural 1 or 2 is always a failure on this check. If you fail to erase magical writing, you accidentally activate that writing instead (if it has such an effect).

Diminished Effects: You can erase only your own writing or runes.

Heightened Effects: You can erase nonmagical writings automatically. If erasing magical writings, a natural 2 is no longer considered a failure. Finally, you can target one page per caster level or one scroll per two caster levels.

Magic Item Creation Modifier: Single-use $\times 1.5$

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 then can 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 per level.

Heightened Effects: You can affect up to three targets, all within 25 feet of each other.

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.

Normal divinatory means can find the subject. 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 per level.

Heightened Effects: You do not need the target's truename to use the spell; it then loses the truename descriptor.

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

EXHAUSTING RAY

Necromancy [Negative Energy]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Ray

Duration: One minute/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

Your arm is encased in a blue-black glow that rushes to your outstretched hand as you complete the spell. A grey-black ray then springs from your hand toward your target (a ranged touch attack). The subject is immediately exhausted and remains so for the spell's duration. A successful

Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Diminished Effects: The effect's duration is 1d12 rounds.

Heightened Effects: You gain a +2 competence bonus on your ranged touch attack roll.

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

EXPLOSIVE RUNES

Abjuration [Force, Runic]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Touch

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

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

Your finger glows a dark red as you trace mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone next to the runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the runes is entitled to a Reflex save for half damage. The object on which the *explosive runes* were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell (see page 82), or with the runethane's erase rune ability. However, attempting to dispel or erase the *runes* and failing to do so triggers the explosion.

Magic traps such as *explosive runes* are hard to detect and disable. One can use the Search skill to find the runes and Disable Device to thwart them, but the Difficulty Class in each case is 25 + spell level. A natural 1 or 2 on such a Search or Disable Device attempt triggers the runes.

Diminished Effects: The spell deals only 1d4 points of damage per two caster levels (to a maximum of 5d4). A failed Search or Disable Device check does not accidentally trigger the runes.

Heightened Effects: The spell deals 6d8 points of damage. Further, creatures who do not get a Reflex save (or those who fail their saves) must make a Balance check or Reflex save (Difficulty Class equals the spell's DC) or be knocked prone.

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

EXTENDED CHARGE

Transmutation [Dragon]

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.

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

EYE OF THE DRAGON

Divination [Dragon, Psionic]

Level: 4 (Exotic)

Casting Time: 10 minutes

Range: Unlimited

Effect: You can see through a magical sensor





Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

As you cast this spell, blue and white smoke swirls in the air before you, becoming more and more dense. Eventually, it congeals to an eyelike shape just under 1 inch in diameter that fades from view. You can mentally command this invisible magical sensor to travel outside your line of sight without hindrance. An *eye of the dragon* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there (darkvision and low-light vision function through it).

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence and will wink out of existence if it attempts to do so. You must concentrate to use an *eye of the dragon*. If you do not concentrate, the eye becomes inert until you concentrate again.

Diminished Effects: The *eye of the dragon* is visible and can be attacked in this version of the spell. It is considered be of Fine size with a Dexterity score of 20 and AC 23. It has 1 hit point. If it is destroyed, you suffer 1d6 points of damage.

Heightened Effects: The *eye of the dragon* is incorporeal and can pass through solid barriers.

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

FÆN FIRES

Evocation [Faen, Light]

Level: 1 (Simple)

Casting Time: Standard action

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

Area: Creatures and objects within a 5-foot-radius burst

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: Yes

A pale twinkling glow surrounds and outlines your chosen targets, which shed a pale light about as strong as a candle. Outlined creatures do not benefit from the concealment normally provided by darkness (though any 2nd-level or higher spell or effect that creates magical darkness suppresses this spell). They also do not benefit from effects or spells of 3rd level or lower that provide concealment. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The light can be blue, green, or violet, according to your choice at the time of casting. The spell does not cause any harm to the objects or creatures thus outlined.

Diminished Effects: The range of the spell is Medium (100 feet + 10 feet per level). The spell affects a single target.

Heightened Effects: Targets subject to this spell have any cover bonuses reduced by 1 (so that one-quarter cover would yield a +1 AC bonus instead of +2, nine-tenths cover would yield +9 AC instead of +10, and so on). As well, any concealment miss chance not created by darkness is reduced by 5 percent (so that a light fog would provide only 5 percent concealment, while dense foliage would provide 25 percent).

FAEN GLOW

Evocation [Faen, Light]

Level: 0 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** Up to four lights, all within a 10 foot-radius area**Duration:** One minute (D)**Saving Throw:** None**Spell Resistance:** No

When this spell is cast, it surrounds you with tiny motes of sparkling light. These rush out to form one of the types of light described below.

You can choose to create either up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps; see the MM for details), or one faintly glowing, vaguely humanoid shape. The lights must all stay within 10 feet of each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Heightened Effects: The number of lights created doubles. Further, the spell's duration increases to one minute per level.

Magic Item Creation Modifier: Constant N/A

FAEN MOTES

Conjuration (Creation) [Faen, Light]

Level: 2 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** Creatures and objects within 10-foot-radius spread**Duration:** 1 round/level**Saving Throw:** Will negates (blinding effect only)**Spell Resistance:** No (see text)

Casting this spell summons thousands of tiny multicolored motes of light that fill an area you select. All creatures and objects in the area are covered by the *faen motes*, with three effects, as follows.

- First, creatures that fail a Will save are blinded for the duration of the spell (spell resistance applies against this effect).
- Second, invisible creatures and objects in the area are outlined for the duration of the spell.
- Third, all things in the area shed light as if they were a torch. This causes any creature covered by the motes to take a –40 penalty on Sneak checks made to hide.

These last two effects allow no save or spell resistance. The motes cannot be removed, and they continue to sparkle until the spell fades.

Diminished Effects: The spell functions against a single target within Close range (25 feet + 5 feet per two caster levels).

Heightened Effects: There is no spell resistance allowed against any of the spell's effects. Even if a creature is not blinded by the lights, it is dazzled (–1 penalty on attack rolls, Search checks, and Spot checks).

FALSE TROVE

Illusion (Glamour) [Dragon]

Level: 1 (Exotic)**Casting Time:** Standard action**Range:** Touch**Target:** One touched object weighing up to 5 lbs./level**Duration:** One day/level**Saving Throw:** None (see text)**Spell Resistance:** No

You bring arcane forces together and weave the illusion that a mundane item is magical. The item touched gains an aura which registers to detection spells and similar magic as though it were either a magic item of the type that you specify, or the subject of a spell that you specify. You determine the school, subschool, and descriptor of the aura on the item.

If the subject of a *false trove* spell has a spell that detects the history or powers of an object cast on it (or is similarly examined), the examiner is allowed a Will save to recognize the aura as false. Otherwise, he believes the aura, and no amount of testing reveals the truth.

Note that a magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Diminished Effects: The spell lasts only one hour per level.

Heightened Effects: This version of the spell lasts one week per level. You may place one aura per five caster levels on an item.

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

FALSE TROVE

The tale of Nym the caravan master:

"So there we were, seven days out and on the south side of the Fields of Ash. It was there that we came across a crevice in the earth. I and a few guards looked inside and saw the surface of the ground was actually the roof of a buried chamber!"

"We took a rope and lowered ourselves down. Inside was an old marble chest filled with items that all radiated magic. We took them out and continued on. By the time we reached town, though, all the magic had faded away. Bah! Witchery, I say. That or some crazy faen trick."

"Still, I wonder if I could find that buried chamber again..."



FALSE VISION

Illusion (Glamour)

Level: 5 (Complex)

Casting Time: Standard action

Range: Touch

Area: 40-foot-radius emanation

Duration: One hour/level (D)

Saving Throw: None (see text)

Spell Resistance: No

Upon casting this spell, you create a field of magic that is imperceptible to those around you. However, a *screaming* spell or any similar spell, ability, or effect used to view anything within the area of this spell instead receives a false image as defined by you at the time of casting. The false image must fit within the area of the spell. It can be as ludicrous or reasonable as you like, but the viewer may believe something is wrong if the image seems too bizarre. As long as the duration lasts, you can concentrate as a standard action to change the image as desired (including animating things within the image). While you aren't concentrating, the image remains static. This spell creates no sound. Anyone who knows your truename is allowed a saving throw against it; success reveals that something is wrong with the image.

Diminished Effects: The spell requires a full-round action to cast. Further, its area is only a 20-foot-radius emanation, and the effect lasts only 10 minutes per level.

Heightened Effects: The spell gains the sonic descriptor, and you can add sound (as made by up to four Medium creatures) to the image. You do not need to concentrate on the images in order to keep them animated. As well, if you wish to change the subject in the image, you may do so as a standard action.

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: The 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

Evocation [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 per level.

Magic Item Creation Modifier: Constant ×3

FERAL SONG

Enchantment (Compulsion)

[Litorian, Mind-Affecting, Psionic, Sonic]

Level: 2 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Animals or magical beasts with Intelligence 1 or 2

Duration: Concentration, to a maximum of one minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

When casting this spell, you begin to chant softly and sing as you sway back and forth. The scent of fresh growing

things fills the air, and your voice takes on a soothing aspect. (Instead of singing and chanting, you can instead softly play an instrument such as a flute.)

This spell compels animals and magical beasts that can either see or hear you from within the spell's area to do nothing but watch you. Only an animal or magical beast with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

When the spell ends, affected creatures will mind their own business and leave you undisturbed so long as you take no hostile action against them.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Diminished Effects: You may cast this spell only on a single target creature. That animal will attempt to approach within 5 feet of you, moving at one-half normal speed in order to do so.

Heightened Effects: As above, but in addition to magical beasts, animals that have received the celestial or fiendish template also can be affected (though they may attempt a saving throw). Further, you are allowed to move slowly about (up to one-half your normal speed), with the animals following you. While the spell remains in effect, you can give the animals a single command of “fall to the ground” or “flee before me” (see the *compelling command* spell).

FERAL WALKER

Conjuration (Creation) [Plant]

Level: 9 (Complex)

Casting Time: Standard action

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

Effect: Three or more feral walkers, no two of which can be more than 30 feet apart (see text)

Duration: Seven days or seven months (D) (see text)

Saving Throw: None

Spell Resistance: No

This spell creates 1d4+2 feral walkers (see Appendix for monster details) with average hit points. The creatures can willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the creatures are created only for guard duty, however, the duration of the spell is seven months. In this case, the creatures can be ordered to guard a specific site or location only. Creatures summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. If you cast this spell while you still have feral walkers in existence from a previous casting of the spell, those feral walkers are immediately destroyed, collapsing in a heap of rotting vegetation.



Diminished Effects: You summon only 1d2 feral walkers, which appear within 30 feet of you.

Heightened Effects: The feral walkers have maximum hit points. As well, there is a 1 percent chance per caster level that one of them will be exceptional, with a +2 bonus to all its ability scores.

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

FERROD ADUL VESTORIMIN (VESTORIMIN'S GOLDEN AURA)

Abjuration [Dragon, 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 you 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 lasts 1 round per level.

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

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

FEY STORAGE

Transmutation [Faen]

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. per level worth of objects.

Magic Item Creation Modifier: Constant ×3

FEY WARD

Abjuration [Faen]

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.

FIRE FAN

This is a spell of legend. It is said there were once dancers who could control the flame, prolonging it and using it to weave a beautiful dance of fire. Such manipulation of the spell is now lost, and its use in battle is all that remains.

Diminished Effects: In this version of the spell, 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.

FIRE FAN

Evocation [Fire]

Level: 1 (Complex)

Casting Time: Standard action

Range: 15 feet

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Harmless flames flicker up and down your arms, seeming to flow toward your hands. With a gesture from you, a cone-shaped fan of searing fire shoots from your fingertips. The color of the flames is of your choosing.

Any creature in the area of the *fire fan* takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Diminished Effects: The fire deals only 1d4 points of fire damage in a 10-foot cone.

Heightened Effects: The range increases to 20 feet, and the force from the cone of flame is tremendous. Creatures that fail their saves against the *fire fan* are shaken during their next action.

FIRE RUPTURE

Evocation [Fire]

Level: 4 (Complex)

Casting Time: Standard action

Range: Medium (100 feet plus 10 feet/level)

Target: One object (see text)

Duration: Instantaneous

Saving Throw: Fortitude negates (object) and Reflex half

Spell Resistance: Yes (object) and yes

An object you designate explodes with a terrible force. The object is destroyed, and all within a 20-foot burst suffer 1d6 points of fire damage per two caster levels (maximum 10d6) plus 3d6 points of piercing damage from the pieces of the object.

If the object fails its Fortitude save, then all within the blast radius can attempt a Reflex save for half damage.

The target object must be made of a substance with a hardness of at least 5; it must weigh at least 2 lbs. but less than 10 lbs.; and it must be an independent object (not part of another object, like a brick in a brick wall). It can, however, be in a target's possession. If that is the case, the possessor suffers a –4 penalty on his or her Reflex saving throw.

Diminished Effects: The ensuing explosion from this version of the spell inflicts 1d6 points of damage per two caster levels (maximum 5d6) plus 1d6 points of piercing damage from the pieces of the object.

Heightened Effects: The strike inflicts 1d6 points of damage per caster level (maximum 15d6) plus 3d6 of piercing damage from the pieces of the object.

FIRE SEEDS

Conjuration (Creation) [Fire, Plant]

Level: 6 (Complex)

Casting Time: Standard action

Range: Touch

Targets: Touched seeds (see text)

Duration: 10 minutes/level or until used

Saving Throw: None or Reflex half (see text)

Spell Resistance: No

This spell requires you to request the very essence of nature to fight with itself, combining the destructive power of fire with the symbol of new life: seeds. You infuse a number of seeds, acorns, berries or the like with an explosive power. Upon casting, you choose whether to make splash weapons that you or another character can throw, or bombs that you can detonate on command.

Throwing Seeds: As many as four seeds are turned into special splash weapons that one can hurl as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the seeds are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the seeds as you wish. The seeds explode upon striking any hard surface. In addition to the fire damage, each seed deals 1 point of splash damage per die and will ignite any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a save.

Set Bombs: You turn as many as eight seeds into special bombs. The seeds are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each seed instantly bursts into flame, dealing 1d8 points of fire damage + 1 point per caster level to every creature in a 5-foot radius burst, and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Diminished Effects: The spell lasts to a maximum of one minute per level. The throwing seeds deal only 1d4 points of damage per caster level (maximum 20d4). The set bombs deal





1d4 points of damage +2 points per three caster levels (maximum +10).

Heightened Effects: This version of the spell lasts for a full 24 hours. The throwing seeds deal 1d8 points of fire damage per level (maximum 20d8). The set bombs deal 2d6 + 3 points of damage per two caster levels (maximum +30).

FIRE STRIKE

Evocation [Fire]

Level: 3 (Complex)

Casting Time: Standard action

Range: Medium (100 feet plus 10 feet/level)

Area: Line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You hurl a powerful bolt of fire from your hands. The bolt deals 1d8 points of fire damage per two caster levels (maximum 10d8). Further, those failing their saving throws are stunned for 1 round and suffer 1d4 points of temporary Strength damage.

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

Diminished Effects: The strike from this version of the spell inflicts 1d6 points of damage for every two caster levels

(maximum 5d6), and 1 point of temporary Strength damage. There is no stunning effect.

Heightened Effects: The strike inflicts 1d6 points of damage per caster level (maximum 10d6), as well as the Strength damage and the stunning effect.

FLAME ARROW

Transmutation [Fire]

Level: 3 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: 50 projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

A wisp of fire leaves your outstretched hand and surrounds a batch of ammunition (such as arrows, bolts, shuriken, or stones), transforming it into a set of fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Diminished Effects: You must touch the batch of ammunition. Each piece of ammunition deals an additional 1d4 points of fire damage (rather than 1d6).

Heightened Effects: You may cast this spell on one batch of ammunition for every three caster levels. All batches must be within 10 feet of each other. Each piece of ammunition deals an additional 1d8 points of fire damage to any target it strikes.

FLAMING CORROSION

Evocation [Acid, Fire]

Level: 4 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two 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 per level (maximum 10d8).

FLAMING SPHERE

Evocation [Fire]

Level: 2 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** 5-foot-diameter sphere**Duration:** 1 round/level**Saving Throw:** Reflex negates**Spell Resistance:** Yes

When you cast this spell, motes of fire swirl away from your body to form a burning globe. The globe rolls in whichever direction you point, burning those it strikes. The globe moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage. The globe rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The globe does not move unless you direct it as a move-equivalent action. If left undirected, it merely stays at rest and burns.

One can extinguish the *flaming sphere* by any means that would put out a normal fire of its size.

The surface of the sphere has a spongy, yielding consistency and causes no damage except by its flame. It cannot push aside unwilling creatures, nor can it batter down large obstacles.

The globe winks out in a harmless burst of sparks if it exceeds the spell's range.

Diminished Effects: The spell has a maximum range of Close (25 feet + 5 feet per two levels) and causes 1d8 points of fire damage to any creature that it touches. This version of the spell lasts only 1 round plus 1 round for every two caster levels.

Heightened Effects: The *flaming sphere*'s radius increases to 10 feet. The globe becomes strong enough to knock over creatures, and as a full-round action, you may direct it to attempt a bull rush. Treat the globe as a Large creature with a Strength bonus equal to your spellcasting key ability score modifier. If the globe moves at least 10 feet, it is treated as charging (+2 modifier). If it loses the opposed Strength check, it still enters its opponent's space. This version of the spell deals 3d6 points of fire damage.

FLASH

Evocation [Light]

Level: 0 (Exotic)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Effect:** Burst of light



Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A burst of bright light flashes in front of the target's eyes, causing the subject's vision to dim. The creature is dazzled for one minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flash*.

Heightened Effects: This version of the spell affects 1d4 creatures.

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

FLASHING DEATH

Evocation [Force]

Level: 6 (Exotic)

Casting Time: Standard action

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

Effect: See text

Duration: One minute/level (D)

Saving Throw: Reflex half or Reflex negates (see text)

Spell Resistance: Yes

With the sound of a hundred knives being honed on a hundred flints, you create an immobile, vertical wall of whirling blades shaped of pure force. The blades can take any form you desire, from as small as a straight razor to as large as a greatsword. Each caster usually has a personal signature form of this spell. The spell can be cast in the air or resting on the ground, but it always appears vertically. The spell must form a fairly simple shape, such as a straight line, a semicircle, a triangle, or a circle. The barrier measures 20 feet high, and may not pass through any solid object (such as a wall).

Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save. *Flashing death* provides one-half cover (+4 bonus to Armor Class, +2 bonus on Reflex saves) against attacks made through it. Solid objects that go through the barrier (such as thrown objects) take damage as if they were creatures.

Diminished Effects: The wall of blades deals only 1d4 points of damage per caster level (maximum 15d4).

Heightened Effects: The blades are especially sharp and inflict deep wounds in this version of the spell. Creatures that take damage may move at only half speed until the damage heals.

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

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.

FLOATING DISK

Evocation [Air, Force]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: 3-foot-diameter disk of force

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a slightly concave, circular plane of force that follows you about and carries loads for you. The disk measures 3 feet in diameter and 1 inch deep at its center, and gives off a low hum. It glows a color of your choosing. The *floating disk* can hold 100 lbs. of weight per caster level. (Due to its concave nature, if used to transport a liquid, its capacity is 2 gallons.)

The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and accompanies you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. However, you may not ride or stand on the disk.

The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Diminished Effects: The disk lasts for only 10 minutes per caster level. Further, it can carry only 25 lbs. per caster level.

Heightened Effects: You may ride or stand on the disk, which moves at your normal speed. Doing so is unwieldy, however, and you must make a Balance check (DC 10) at the start of each turn to stay on. You may command the disk to float at any height.

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

FOIL TRACER

Abjuration

Level: 3 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 for this version of the spell lasts 1 round per level.

Heightened Effects: The duration lasts 10 minutes per level, and the targets are one creature for every three levels.

Magic Item Creation Modifier: Constant $\times 2$

FORCECAGE

Evocation [Force]

Level: 7 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Barred cage (20-foot cube) or windowless cell (10-foot cube)

Duration: Two hours/level (D)

Saving Throw: None

Spell Resistance: No

As you cast this spell, the air around you shimmers in the shape of an enclosure of your choosing (hands cupped together, a jail cell, and so on). As the spell is cast, it brings into being an immobile, invisible prison composed of either bars of force or solid walls of force (your choice).

Despite your ability to select a shape for the enclosure, the area enclosed must be in the general size and the overall shape noted below:

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force for bars. The bands have half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar





ranged attacks), a creature in the barred cage has one-half cover (+4 to Armor Class). All spells and breath weapons can pass through the gaps between the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides. Despite this fact, the walls allow in enough breathable air to keep all inside alive. If there are impurities (such as a poisonous gas) outside the cell, such impurities are not allowed inside it.

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal plane, blocking ethereal travel.

The prison resists *dispel magic*, but it remains vulnerable to a *disintegration* spell, and it can be destroyed by effects that completely shut down or eliminate magical effects.

Diminished Effects: Unless you know the truename of a creature in the spell's area, it may attempt a Reflex save to avoid its effects. Further, the duration lasts only 10 minutes per level.

Heightened Effects: The spell either makes a barred cage as large as a 30-foot cube or a windowless cell as large as a 15-foot cube. As well, the spell lasts one day per level, so it is possible for a creature caught within to die from lack of water or food while trapped.

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

FORM OF THE BEAST

Transmutation [Litorian]

Level: 8 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Up to one willing creature per level, all within 30 feet of each other

Duration: One hour/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

The willing targets you select are surrounded by a green glow as they hunch over and twitch with involuntary muscle action. When the casting is complete, the subjects take on the shape and form of animals of your choosing. Each target must take on the form of the same kind of animal. Any gear, clothing, or armor worn is absorbed into the animal form and becomes inert, even if magical. Any items held drop to the ground. Upon reversion to their original forms, the subjects' armor, clothes, and gear reappear as normal.

The animal chosen must be no bigger than two size categories larger than a given target but may be as small as Tiny. The targets retain their Intelligence, Wisdom, and Charisma scores, but receive the animal form's Strength, Dexterity, and Constitution scores. The target gains all of the animal's natural attacks and abilities, such as bite, scent, and natural armor. The targets lose any ability to speak, but they can still understand normal speech. A target creature retains its Hit Dice, base attack bonus, feats, saving throws, and ranks in skills. The target gains proficiency in all of the normal weapons and attack forms of the subject animal.

Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum Hit Dice of an assumed form is equal to the subject's Hit Dice or your caster level (whichever is lower), to a maximum of 20 Hit Dice.

Diminished Effects: You may cast this spell only on a single target.

Heightened Effects: The target retains the ability to speak while in animal form, and can therefore cast spells, communicate, and use items that require spoken commands. Additionally, the damage from a target's natural attacks increases by one size category (see the "Increased Damage by Size" table in Chapter Four: Advancing Monsters of the MM). Finally, the duration increases to one day per level.

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

FORM OF THE MASTER (LESSER)

Transmutation [Giant, Sibeccai]

Level: 2 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature of your type**Duration:** One minute/level (D)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

The target of this spell is surrounded by an earthy smell and a cocoon of green light as it rapidly grows, doubling its height and multiplying its weight eightfold. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 penalty on attack rolls and Armor Class due to its increased size. A Medium creature whose size increases to Large has a space of 10 feet (face of 5 × 5 feet) and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

Form of the master similarly enlarges all equipment a creature wears or carries. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected. Any item that leaves the possession of an enlarged creature (including a projectile or thrown weapon) instantly returns to its normal size. This

means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of items do not increase via this spell. Multiple magical effects that increase size do not stack.

Diminished Effects: You must know your target's true-name to cast this version of the spell, which takes on the truename descriptor. The spell lasts but 1 round per caster level.

Heightened Effects: The casting time is reduced to a standard action. Further, you may cast this spell on a target within Medium range (100 feet + 10 feet per level). It does not need to be of your same type.

FORM OF THE MASTER (GREATER)

Transmutation [Giant, Sibeccai]

Level: 5 (Complex)**Target:** One creature of your type/level, no two of which can be more than 30 feet apart

This spell functions like *lesser form of the master*, except that it affects multiple creatures.

Diminished Effects: You must know the truename of each target creature; this version of the spell takes on the truename descriptor. The spell lasts but 1 round per caster level.

Heightened Effects: The casting time is reduced to a standard action. Further, you may cast this spell on targets within Medium range (100 feet + 10 feet per level). All targets must be within 50 feet of each other. They do not need to be of your same type.





FOURFOLD OSTRACISM

Transmutation

Level: 7 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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. An object must be smaller than a 10-foot cube to be affected. Creatures, however, can be of any size.

Due to the “fourfold” 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 stay in stasis while ostracized, unable to take actions.

Magic Item Creation Modifier: Single-use ×2

FOX’S CUNNING (LESSER)

Transmutation [Litorian, Sibeccai]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A ghostly, foxlike form briefly surrounds your target. The target’s features take on a more angular appearance, and their ears (if any) become slightly more pointed. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Spellcasters who rely on Intelligence and are affected by this spell do not gain any additional bonus spell slots or spells readied for the increased Intelligence, but the save Difficulty Classes for spells they cast while under this spell’s effect do increase. This spell doesn’t grant extra skill points.

Diminished Effects: You may target only yourself. The duration lasts only 1 round per level.

Heightened Effects: The target’s mind becomes even sharper: The enhancement bonus to Intelligence increases to +6.

Magic Item Creation Modifiers: Constant N/A, single-use ×1.5

FOX’S CUNNING (GREATER)

Transmutation [Litorian, Sibeccai]

Level: 6 (Exotic)

Range: Close (25 feet + 5 feet/two levels)

Target: One creature/level, no two of which can be more than 30 feet apart

This spell functions like *lesser fox’s cunning*, except that it affects multiple creatures and operates at Close range.

Diminished Effects: The spell’s duration is only 1 round per level.

Heightened Effects: Each target’s mind becomes even sharper: The enhancement bonus to Intelligence increases to +6 in this version of the spell.

Magic Item Creation Modifiers: Constant N/A, single-use ×1.5

FREEDOM

Abjuration [Giant, Psionic]

Level: 9 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As this spell is cast, the area resounds with an otherworldly shout of joy. A single target of your choice is freed from all spells and effects of 7th level or lower that confine it or restrict its movement. The target is immediately released into an adjacent square of its choice if currently grappled. To free a creature from a spell or effect of 8th level or higher, you must know its truename (and the spell takes on the truename descriptor).

Diminished Effects: You release a creature from a single spell or effect of 4th level or lower. To free a creature from a spell of 5th, 6th, or 7th level, you must know its true-name. To free a creature from a spell of 8th level or higher, you must know the true-name of the source of imprisonment (typically the caster or creator of the spell or effect). In either latter case, the spell takes on the true-name descriptor.

Heightened Effects: The spell area becomes a 10-foot-radius burst and affects any creatures in the area. This version of the spell negates spells of 9th level or lower. Creatures will be freed from spells of 10th level or higher if you know their true-names (in which case, the spell carries the true-name descriptor).

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

FREEDOM OF MOVEMENT

Abjuration

Level: 4 (Complex)

Casting Time: Standard action

Range: Personal or touch

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target creature is imbued with a faint blue glow. It can then move and attack normally for the duration of the spell, even under the influence of effects or magic that usually impede movement. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The spell does not, however, allow water breathing.

Diminished Effects: Creatures subject to this spell receive a +4 enhancement bonus on saves against effects or magic impeding movement. They also receive a +4 enhancement bonus on checks made to resist a grapple or escape a grapple or a pin. There is no effect on creatures underwater.

Heightened Effects: You may cast this spell on one creature for every three of your caster levels. Such creatures must be within a 25-foot-radius burst centered on you.

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

FREEZING SPHERE

Evocation [Cold]

Level: 6 (Exotic)

Casting Time: Standard action

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

Target, Effect, or Area: See text

Duration: Instantaneous or 1 round/level (see text)

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A thin layer of hoarfrost covers you as you cast this spell. The frost bursts off as you complete the spell, and a frigid globe of cold energy streaks from your fingertips to the location you select. There, it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a Strength check (DC 25) or an Escape Artist check (DC 25) to do so.

You can refrain from firing the *freezing sphere* after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the spell bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Diminished Effects: The spell has a range of only Medium (100 feet + 10 feet per level). The burst is reduced to a 5-foot radius. You may not hold the spell but must direct it to a target immediately.

Heightened Effects: The spell bursts in a 15-foot radius. Creatures caught in it that fail their Reflex saves also must make a successful Fortitude save or be frozen in place for 1d4 rounds. Creatures that are frozen in place are aware of their surroundings and may speak, but may not move or defend themselves. On their turn, such creatures are allowed a new Fortitude save as a full-round action to become unfrozen.

FURY

Necromancy [Negative Energy, Soul]

Level: 6 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Creature touched



Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

In order to cast this spell, you must focus on your oaths and deeply held beliefs, and on how others have frustrated those oaths and beliefs. As your fury builds, your hair (if any) stands on end and dark light flares from your eyes. With a successful touch attack, you charge your target with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). A creature that successfully saves only takes half this amount, and in no event can the spell reduce the target's hit points to less than 1. The damage from this spell does not subject a victim to massive damage rules. If cast on an undead creature, the negative energy heals a similar amount of damage.

Diminished Effects: You must know the target's truename to cast this spell. The spell takes on the truename descriptor and deals only 7 points of damage per level.

Heightened Effects: You may unleash your fury as a ray. The ray requires you to make a ranged touch attack and has a range of Close (25 feet + 5 feet per two levels).

Magic Item Creation Modifiers: Constant ×3, single-use ×2.5

FUSE LINE

Transmutation [Dragon]

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 ability once per day. For example, if the spell were cast on a harrier and a human, the human's future offspring could gain any of the harrier'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 inherited trait is random.

Heightened Effects: The offspring gains two traits.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×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 Nithogar's dragonstone" 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 ×2, single-use ×3

GARRIS ADON (SEEMING OF FORM)

Illusion (Glamour) [Dragon]

Level: 2 (Exotic)

Casting Time: One minute

Range: Touch

Target: One nonliving object no larger than you

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 per level.

Heightened Effects: The object can be as much as three times your size.

Magic Item Creation Modifier: Single-use ×2

GASEOUS FORM

Transmutation [Air]

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: Two minutes/level (D)

Saving Throw: None

Spell Resistance: No

With the whisper of a word, your target and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic (or 10/+1) and becomes immune to poison and critical hits. It can't attack or cast spells, and it loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when this spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (perfect maneuverability). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot. If the spell wears off while the target is in an area too small or narrow to fit in, the creature is forced to the nearest open space. It takes 1d4 points of damage for every 5 feet so traveled.

Diminished Effects: The spell lasts but 1 round per level, to a maximum of 10 rounds.

Heightened Effects: The spell lasts for 10 minutes per level. Further, you may cast it on an unwilling creature after a successful melee touch attack. The creature can attempt a Will save to avoid the effects of this spell. If unsuccessful, the creature can attempt a new Will save to dispel the effects once every five minutes.

Magic Item Creation Modifiers: Constant ×2, single-use ×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 ×5

GAZE OF THE SIBECCAI

Divination [Language-Dependent, Psionic, Sibeccai]

Level: 4 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature/level, no two of which can be more than 30 feet apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Upon casting this spell, your vision focuses and seems to cut through to the souls of those around you. Each round, you concentrate on one subject within range. You know whether the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

Diminished Effects: You must know the truename of your target. The spell takes on the truename descriptor.

Heightened Effects: The spell lasts for one hour per caster level or until you dismiss it (no concentration needed). As well, your gaze pierces to the very soul of your target, who finds it difficult to hide even physical deception from you (such as feinting in combat). After concentrating on a subject for 1 round, you gain a +6 enhancement bonus on your Intimidate and Sense Motive checks against that subject. Additionally, you gain a +6 enhancement bonus to your initiative modifier while the spell remains in effect.

Magic Item Creation Modifier: Constant ×2

GAZE OF THE SIBECCAI

This spell probably got its name when humans first met the sibeccai. These creatures were perceived as overly honest and did not accept dishonesty in others. This was most likely a by-product of their unquestioned duty to serve the giants.

GESTALT

Transmutation

Level: 6 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 saving 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, 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 per 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 VERMIN

Transmutation [Giant]

Level: 4 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Up to three vermin, no two of which can be more than 30 feet apart

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes

Casting this spell brings forth an eerie green glow that surrounds up to three vermin (normal-sized centipedes, spiders, scorpions, and so on). These vermin begin to glow brightly as they transmute into larger forms. Only one type of vermin can be affected (so a single casting cannot affect both a centipede and a spider), and all must grow to the same size. The size to which the vermin can grow depends on your level; see the table below.

Caster Level	Vermin Size
9th or lower	Medium
10th–13th	Large
14th–17th	Huge
18th–19th	Gargantuan
20th or higher	Colossal

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands (“Attack,” “Defend,” “Stop,” and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Diminished Effects: The duration lasts only 1 round per caster level.

Heightened Effects: The spell affects up to six vermin.

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 smaller opponents or even noticing them. 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 entirely. 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.

GIANT’S FURY

Evocation [Earth, Giant]

Level: 8 (Exotic)

Casting Time: Standard action

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

Area: 80-foot-radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

Casting this spell requires communing with the earth itself: begging, demanding, or negotiating with it. The earth listens and responds with horrible tremors. The resultant shock knocks creatures down, collapses structures, opens cracks in the surface, and more. The effect lasts for 1 round, during which time creatures on the ground can’t move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of this spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex save, DC 15, for half) and pinning that creature beneath the rubble (see below). (If cast in an area where creatures are burrowing, the spell deals the same damage but creatures gain no saving throw.) If the spell is cast on the roof of a very large cavern it could also endanger those outside the actual area but below the falling debris.

Cliffs: The spell causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex save, DC 15, for half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a Reflex save (DC 15) or fall down. Fissures open in



the earth, and every creature on the ground has a 25 percent chance to fall into one (Reflex save, DC 20, to avoid a fissure). At the end of the spell (the start of your next turn), all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex save, DC 15, for half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a Reflex save (DC 15) or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of subdual damage per minute while pinned. If a pinned character falls unconscious, he or she must make a Constitution check (DC 15) or take 1d6 points of normal damage each minute thereafter until freed or dead.

Diminished Effects: The spell's range falls to Medium (100 feet + 10 feet per level), to a maximum of 200 feet. The spell's area is reduced to a 40-foot-radius spread.

Damage to creatures is reduced to 6d6. Pinned creatures can attempt a Strength check (DC 5 + your caster level) to escape the rubble. Creatures on open ground have only a 20 percent chance of falling into a rift.

Heightened Effects: Creatures take 1d8 points of damage per two caster levels. Those on open ground have a 30 percent chance of falling into a rift. Finally, the spell has a 120-foot-radius area.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

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 ×3



GLYPH OF WARDING (LESSER)

Abjuration [Runic, varies]

Level: 3 (Exotic)

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 square feet/level

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: No (object) and Yes (see text)

Casting this spell is a painstaking task that involves carefully writing faintly glowing runes of power in an intricate pattern. If the runes do not mesh together properly, the spell will not function. Any interruption during the creation process requires a Concentration check (DC 20, but a natural 1 always fails). Once properly created, this powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to beliefs or oaths honestly taken ("Let none pass who have not sworn to uphold the Oath of the Glimmerwood Faen"). They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs of warding* cannot be cast on the same area. However, if a cabinet has three drawers, each one can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Magical disguises can fool a glyph, but nonmagical disguises cannot. *Read magic* allows you to identify a *glyph of warding* with a Spellcraft check (DC 13). Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note that magic traps such as *glyph of warding* are hard to detect and disable. The Search and Disable Device Difficulty Class for a glyph is 25 + spell level.

To cast the spell, you must have something with which to trace the glyph, as well as something to act as ink. This can be the claw of a magic beast dipped in powered emeralds, your own blood dripping from a ceremonial dagger, and so

on. The focus is not consumed during casting, but the material used to trace the glyph is. This material must be specially prepared in advance at a cost of not less than 500 gp.

Depending on the version selected, a *lesser glyph of warding* either blasts the intruder or activates a spell.

Blast Glyph: A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, electricity, fire, or sonic (your choice, selected at time of casting). The spell takes on the descriptor of the type of energy chosen. Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. The glyph takes on the descriptors of the stored spell. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect centers on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the Difficulty Class is based on the level of the spell stored in the glyph.

Diminished Effects: In this version of the spell, a *blast glyph* deals 1d6 points of damage per two caster levels, to a maximum of 5d6. A *spell glyph* can store a spell of 2nd level or lower.

Heightened Effects: In this version of the spell, a *blast glyph* deals 1d10 points of damage per two caster levels, to a maximum of 5d10. A *spell glyph* can store a spell of 4th level or lower.

Magic Item Creation Modifiers: All N/A

GLYPH OF WARDING (GREATER)

Abjuration [Runic, varies]

Level: 6 (Exotic)

This spell functions like *lesser glyph of warding*, except as follows:

A *blast glyph* deals 10d8 points of damage, and you may choose to deal negative energy or positive energy damage in addition to the normal energy types.

A *spell glyph* can store a spell of 6th level or lower.

The specially prepared material used to create the glyph must have a value of not less than 750 gp.

Diminished Effects: A *blast glyph* deals 10d6 points of damage. A *spell glyph* can store a spell of 5th level or lower.

Heightened Effects: A *blast glyph* deals 10d10 points of damage. A *spell glyph* can store a spell of 7th level or lower.

Magic Item Creation Modifiers: All N/A

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 $\times 3$

GOODWATER

Transmutation [Dragon, Positive Energy]

Level: 1 (Exotic)

Casting Time: One minute

Range: Touch

Target: Basin of liquid touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The subtle smell of lilacs fills the air, and the target basin of liquid (generally water) glows briefly from within. The liquid is now imbued with positive energy. One casting yields one pint (one flask). The basin is a focus item not consumed during the casting; it must be specially crafted and valued at 25 gp.

A flask of *goodwater* may be thrown as if it were a flask of acid. It harms only undead, dealing 1d6 points of damage to the target and 1 point of splash damage to all adjacent targets.

Diminished Effects: The liquid only holds its positive energy for 1 round per caster level. This use of the spell is employed most often as part of a ceremony or ritual.

Heightened Effects: The damage to undead increases to 1d8. If the liquid produced by this casting of the spell is used as a component for spells with the positive energy descriptor, your effective caster level for those spells increases by 1.

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

GOODWEAPON

Transmutation [Dragon, Positive Energy]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Weapon touched or 50 projectiles (all of which must be in contact with each other at the time of casting)

GOODWATER

Sailors of the Great Eastern Sea sometimes tell tales of an island two weeks farther east than anyone sane would dare to sail. The island is filled with broken marble buildings and statues, and the entire realm is overgrown with forest. In the center of the island is a temple. Through its blasted doors one can see a mountain of golden objects—tribute, no doubt, from worshippers now long dead. Yet none can get to it because of the undead hordes that mill about in front of the temple. What is interesting is that the undead cannot leave the temple area. This is because a spring has bubbled through the cracked marble walkways to form a moat around the undead. The water from the spring is as sweet as first love and as pure as a child's innocence. When the undead touch the water, they begin to burn and are forced to retreat.

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

The subtle smell of lilacs fills the air, and the target weapon or ammunition glows briefly from within. This transmutation makes a weapon strike true against outsiders, undead, or creatures imbued with negative energy. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of such creatures (although it does not actually receive the enhancement bonus). Further, the *goodweapon* is now capable of damaging incorporeal creatures.

As well, all critical threats rolled with a weapon under the effect of this spell are automatically confirmed. (Creatures immune to critical hits are immune to this ability.) This effect does not apply to any weapon that already carries a magical effect related to critical hits.

If this spell is cast on a projectile weapon (such as a bow), ammunition fired from the weapon does not receive the benefit of this spell.

Diminished Effects: This spell can be cast only on a melee weapon you personally wield. The duration lasts for 1 round per caster level, to a maximum of 5 rounds.

Heightened Effects: The weapon glows as if subject to a *lesser glowglobe* spell. If cast on a melee weapon (but not ammunition), the wielder gains a +1 morale bonus on saving throws against fear or to resist negative energy effects.

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

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 per level.

Magic Item Creation Modifier: Single-use ×2

GRANT QUARTER (BONDS OF MERCY)

Transmutation [Giant]

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 grows no 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 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 is 1 round per level.

Heightened Effects: Duration is one hour per 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 per level.

Heightened Effects: Duration becomes one hour per level.

Magic Item Creation Modifier: Single-use ×2

GRASPING MISTS

Conjuration (Creation) [Air]

Level: 4 (Complex)

Casting Time: Standard action

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

Effect: Fog spreads in 20-foot radius, 20 feet high

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

Casting this spell creates a cloud of thick blue mist that rapidly fills the designated area. The mist contains ghostly hands that grab, pull, and push at anything caught within. This spell functions like *mist bank*, but in addition to obscuring sight, the *grasping mists* are so thick that any creature attempting to move through the cloud progresses at a speed of 5 feet, regardless of its normal speed. Such creatures also take a –2 penalty on all melee attack and melee damage rolls. The mists are so thick as to prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into the *grasping mists* is caught and buffeted by the wispy hands, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in the *grasping mists*.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round. If the *grasping mists* carry the permanent template, such winds disperse the effect only temporarily—and the mists reform in 10 minutes.

Diminished Effects: The cloud is much easier to move through. Movement falls to one-half of normal speed (though a creature still cannot take a 5-foot step), and the mists do not reduce falling damage.

Heightened Effects: The mists spread out in a 30-foot-radius, 30 feet high. The ghostly hands are more aggressive, extending the –2 penalty to any movement-related checks, such as Ride, Tumble, and so on.

GRAVE TOUCH

Necromancy [Negative Energy]

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Living creature touched (see text)

Duration: 1d6 + 2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows you to channel the energy of death itself, possibly paralyzing a single living creature of your type (humanoid, giant, and so on) with a successful melee touch attack. The paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude saving throw negates). Creatures immune to poison are unaffected by the stench.





Diminished Effects: You must know the target's truename to cast this spell, which takes on the truename descriptor. The duration lasts only 1d4 rounds.

Heightened Effects: You may make one touch attack per four caster levels (to a maximum of five attacks), but can make as many touch attacks per round as you are capable of.

GRAVE WARD

Abjuration [Negative Energy]

Level: 1 (Simple)

Casting Time: Standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless) (see text)

Spell Resistance: Yes (harmless)

Your targets (including yourself, if desired) exude a dark red glow that magically prevents undead from seeing, hearing, or smelling them. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature touches an undead creature or attacks any creature (even with a spell), the spell ends for all recipients.

Diminished Effects: You may cast this spell only on yourself. The duration lasts 10 minutes.

Heightened Effects: You may cast this spell on creatures within a 30-foot-radius burst centered on your location.

Magic Item Creation Modifier: Constant $\times 3$

GREEN FRIEND

Transmutation [Plant]

Level: 4 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Plants and plant creatures within range

Duration: One minute/level

Saving Throw: Will negates (see text)

Spell Resistance: No

Your skin takes on a slightly green but healthy tint. You are able to converse in rudimentary terms with all sorts of plants and plantlike life forms (including fungi, molds, and plant creatures). This reveals a very limited amount of information about the area (the plants cannot distinguish between a human and a mojh, for example, nor do they have a sense of time other than "light" and "no light"). It takes two minutes to ask a question of a plant and two minutes for the plant to answer. You can get only one-word answers that are limited

to the exact area the plants are in. The plants can correctly understand a question 70 percent of the time plus 1 percent per caster level. If it does not understand the question, a plant simply replies that it does not know.

Additionally, you can automatically exercise limited control over normal plants. Plant creatures can be controlled but may attempt a Will save to negate the effect. You may control a number of plant creatures equal to your caster level. Ordering the plants to respond is a standard action.

The spell does not enable plants to uproot themselves and move about, but it does allow them to move their branches, stems, and leaves. Plants you control can duplicate the effect of an *entangle* spell or free creatures trapped by that spell.

Diminished Effects: It takes three minutes to convey your question and three minutes to receive an answer. Further, it is a full-round action to control plants or plant creatures.

Heightened Effects: You can ask a question in a minute, but plants still take two minutes to respond. Their responses are a bit more specific and can be a number of words equal to one-third your caster level (maximum three words). Creatures entangled by plants you control take 1d4 points of subdual damage per turn as the plants grab and pull at them.

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

GREEN WALK

Transmutation [Plant]

Level: 7 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One Large plant/three caster levels or all plants within range (see text)

Duration: 1 round/level or one hour/level (see text)

Saving Throw: None

Spell Resistance: No

Wisps of green and white cloud rush from you into the targeted plants. Affected plants take on limited mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate (a free action) as though it were an animated object of the appropriate size category. When you cast this spell you must decide to either animate the plants to *attack* or *entangle*.

Attack: You may animate one Large or smaller plant per three caster levels, or an equivalent number of larger plants. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets being attacked as a move-equivalent action. Animated plants use the statistics for animated objects, except that plants smaller than Large usually don't have hardness.

Entangle: You imbue all plants within range with a limited degree of mobility, which allows them to entwine around creatures in the area. Only you are immune to their grasp-

GREEN WALK

Depending on which plants you animate, this spell can have subtly different effects. For example, an animated thorn bush may do piercing and bludgeoning damage. Likewise, an animated poison ivylike plant may have a minor poison effect whenever it hits (Fortitude save, DC 10; primary damage 1d2 Dexterity due to uncomfortable itching, no secondary damage).

ings. This usage of the spell duplicates the effect of an *entangle* spell. Spell resistance does not keep creatures from being entangled. This effect lasts one hour per caster level.

Green walk cannot affect plant creatures, nor does it affect nonliving vegetable matter such as cut wood.

Diminished Effects: The spell's *attack* effect can animate up to one Medium or smaller plant per three caster levels. Plants may take only a standard or a move action action per round (but not both). There is no diminished *entangle* effect.

Heightened Effects: Any plants you animate may receive one of the following benefits for every six of your caster levels: +2 natural armor, +2 Strength, +2 Dexterity, +2 bonus on attack rolls, +1 hit point per Hit Die, +1 bonus on damage rolls. The spell takes on the dragon descriptor.

GREY BURN

Evocation [Acid]

Level: 3 (Complex)

Casting Time: Standard action

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

Area: Line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful stream of caustic acid from your hands. The stream deals 1d8 points of acid damage per two caster levels (maximum 10d8). Further, those failing their saving throws find themselves stunned for 1 round and suffer 1d4 points of temporary Constitution damage. If the damage caused to an interposing barrier shatters or breaks through it, the stream may continue beyond the barrier if the area permits; otherwise it stops at the barrier just like any other spell effect does.

Diminished Effects: The stream inflicts 1d6 points of damage per two caster levels (maximum 5d6) and 1 point of Dexterity damage. There is no stunning effect.

Heightened Effects: The stream inflicts 1d6 points of damage per caster level (maximum 10d6), as well as the Dexterity damage and the stunning effect.

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 magister can steer a 30-foot-long vessel). The craft must have its normal means of locomotion (or you must cast *power craft*; see page 164). 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: The duration lasts 1 round per level.

Heightened Effects: The duration lasts 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: The duration lasts 1 round in this version of the spell.

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

HALLOWED EARTH

Evocation [Psionic, Soul, see text]

Level: 5 (Exotic)

Casting Time: 24 hours

Range: Touch

Area: 40-foot radius emanating from the touched point

Duration: See text

Saving Throw: See text

Spell Resistance: See text

This spell is exhausting to cast, taking one full day of preparation and ritual. Part of the ritual requires you to dedicate the spell area to a clear oath, conviction, or belief. You may be joined by a number of assistant casters (one per five of your caster levels; each assistant must be at least one-third your level). Every hour, each assistant must cast one



evocation spell, the energy of which will enhance this spell. *Hallowed earth* lasts for one year (unless otherwise noted) plus one year for each assistant helping you with the spell. Further, each assistant increases your effective caster level by +1 for the purpose of overcoming spell resistance and for determining the level of any additional spell effect you infuse within the area (see below).

You must possess some item with which to focus your beliefs. This item can be as simple as a prayer book or as complex as a statue. The item must either be worth at least 1,500 gp or have taken at least 30 uninterrupted days to prepare. You must leave the item in the area after the casting. If the item is removed or destroyed, the spell effects fade away within 2d12 days + 1d12 days for each assistant who aided with the casting.

When the spell is complete, there are four effects.

Prohibition: The site or structure is guarded by a special effect against creatures that strongly and vigorously oppose your oath, conviction, or belief. Creatures summoned by those who oppose you cannot enter the area protected by this spell. Those who oppose you take a –2 penalty on attack rolls and saves while in the area protected by this spell. Spell resistance applies to this affect.

Undeath: Undead typically lack the will and ability to take on something as powerful as an oath or vow. Consequently, they may suffer unusual effects from this spell. When casting *hallowed earth*, you may choose to either infuse the spell with positive or negative energy (with the spell taking on that descriptor). If you infuse the spell with positive energy, all undead that enter the area take a –2 penalty to their Armor Class and are automatically subject to the prohibition effect described above. Alternatively, if you infuse the spell with negative energy, undead in the area receive a +2 profane

bonus to their Armor Class, attack rolls, and saves. Spell resistance does not apply to this effect.

Create Undead: Any dead body interred in *hallowed earth* infused with positive energy cannot be turned into an undead creature. If the area warded by this spell is infused with negative energy, any undead created there receive +1 hit point per Hit Die.

Spell Ward: You may choose to fix a single spell effect to the site. The spell effect lasts as long the main spell does and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your oath or belief, or creatures who oppose your oath or belief.

The spell you select must be of a level equal to or less than one-fourth your caster level. The spell must not impede movement or cause either hit point damage or ability damage. The spell cannot conjure or summon any item or creature. The spell must have a casting time of one standard action or less.

An area can be warded by only a single casting of this spell. Additional castings automatically dispel the prior casting and replace it with the new one.

Diminished Effects: The spell lasts for only one month plus one month for each assistant who aids you in the casting. The maximum spell ward that can be fixed at the site is one-fifth your caster level (maximum 5th level).

Heightened Effects: The spell lasts for 10 years plus 10 years for each assistant who aids you in the casting. Destruction or removal of the focus item does not affect this duration. The maximum spell level that can be fixed at the site is one-third your caster level (maximum 8th level).

Magic Item Creation Modifiers: Constant ×2, single-use ×3



HALLOWED EARTH

There are many diverse organizations in the Lands of the Diamond Throne, some of which strongly oppose each other. This spell allows a caster to set a suitable form of magical protection in place in case of attack by an opposing group.

Casters may decide to ward certain treasures in a similar manner and use hallowed earth to thwart anyone who might be inclined to pilfer or steal.

HALLOWED HALLS

Conjuration (Creation) [Force]

Level: 7 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Extradimensional mansion, up to three 10-foot cubes/level

Duration: Two hours/level

Saving Throw: None

Spell Resistance: No

You conjure up an extradimensional dwelling that has a single entrance on the plane from which you cast the spell. As the spell is cast, the smell of sawdust fills the air. The entry point looks like a faint shimmering in the air that measures 4 feet wide and 8 feet high. Only those you designate may enter the *hallowed halls*; the portal shuts and becomes invisible behind you after you enter. You may open it again from your own side at will. Characters who pass beyond the entrance find themselves in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants, liveried and obedient, stands ready to wait upon all who enter. There are two such servants per caster level, and they can go anywhere in the *hallowed halls*.

Since one can enter the place only through its special portal, outside conditions do not affect the dwelling, nor do conditions inside it pass to the plane beyond. Creatures can rest and relax within the place as normal.

Diminished Effects: The spell lasts only one hour per level. The amount of food stored within will feed up to a dozen people.

Heightened Effects: In this version of the spell, anyone who sleeps in the *hallowed halls* for eight hours heals 1d8 points of damage + 1 additional point of damage per caster level.

Magic Item Creation Modifiers: Constant ×2, single-use ×3

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 per 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 bypasses 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 per caster level, and +1 weapons ignore it.

Heightened Effects: The spell absorbs 8 hit points per caster level.

Magic Item Creation Modifier: Constant $\times 4$

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/ $\times 2$. 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 square 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 per round in addition to making attacks of opportunity.

HARROC ADULESE (HUNTER SERPENT)

Evocation [Dragon]

Level: 5 (Exotic)

Casting Time: 1 full 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: You must give the serpent detailed directions. It cannot find the target on its own. If the target is not where you described, the spell fails.

Heightened Effects: You remains and continues to attack for 1 round per five levels.

Magic Item Creation Modifiers: Charged $\times 2$, constant $\times 2$, single-use $\times 3$

HATED ENEMY

Enchantment (Compulsion) [Mind-Affecting]

Level: 1 (Complex)

Casting Time: Standard action

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

Target: One creature of the same type as you

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

As a sort of reverse of the *directed charm* spell, you make one creature of your type hate another creature you designate. The object of this hatred cannot be you. The hated target suffers a –10 penalty to all Charisma-based checks made regarding the target of the spell. This spell counters and dispels *directed charm*.

Diminished Effects: The spell bestows a penalty of –4 on Charisma-based checks.

Heightened Effects: The spell affects any living creature.

Magic Item Creation Modifier: Constant $\times 2$

HAVEN

Evocation [Force]

Level: 3 (Complex)**Casting Time:** Standard action**Range:** 20 feet**Effect:** 20-foot-radius sphere centered on your location**Duration:** Two hours/level (D)**Saving Throw:** None**Spell Resistance:** No

You create an unmoving, opaque sphere of force of any color you desire around yourself. The sphere swirls and ripples with color as light bounces off of it. The top half of the sphere is above the ground, and the lower half is below the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the sphere without harming it. You have no control over who or what enters or leaves the sphere. However, if you remove yourself from the *haven*, the spell ends.

The temperature inside the *haven* is 70 degrees Fahrenheit if the exterior temperature is between 0 and 100 degrees F. An exterior temperature below 0 or above 100 lowers or raises the interior temperature on a 1-degree-for-1 basis. Because the spell extends below ground, the ground temperature is the same as the interior temperature. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The *haven* withstands winds of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the *haven* is a hemisphere. You can illuminate it (as if by a *glowglobe* spell) upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the *haven* without affecting it, although the occupants have total concealment (50 percent miss chance) against creatures outside.

Diminished Effects: The spell lasts one hour per level and has a radius of only 15 feet. This reduces the number of Medium creatures that can fit inside to seven (plus yourself).

Heightened Effects: If you know the truename of any creatures spending at least eight uninterrupted hours in the *haven* (including yourself), those creatures gain 1d12 temporary hit points for eight hours. In this case, the spell takes on the truename descriptor.

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

HAVOC

Transmutation [Air, Earth]

Level: 5 (Exotic)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Area:** 20 foot radius spread**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No**HEALING AURA**

It is rumored that certain oathsworn loyal to Nexin left the realm after his fall. They built ships and sailed south, where it is said they found a mountainous island and erected monasteries in which to practice their craft. These oathsworn are believed to have taken the lore of true healing with them and to return on rare occasions to relieve suffering. Indeed, folks tell stories from time to time of strangely dressed and accented men and women walking the land, curing all manner of ills where they go.

You create an area of randomness and chaos in the ground and the air. Within the area, fissures open and close, the earth shudders and buckles, and sometimes it literally explodes. The air within the area blows in random directions, grows still, and sometimes forms small vortexes. All within the area suffer 3d6 points of impact damage. Movement through the area is halved. All creatures in the area must make a Balance check (DC 20) each round or fall prone. Once per round, each creature or object has a 20 percent chance of being shifted 5 feet in a random direction due to the buckling ground and blowing winds.

Diminished Effects: The area is only a 5-foot spread.

Heightened Effects: The area becomes a 50-foot spread.

Magic Item Creation Modifiers: Charged $\times 2$, single-use $\times 1.5$

HEALING AURA

Conjuration [Positive Energy]

Level: 4 (Exotic)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 1 round/level

Your body glows with an aura of bluish-white light. Your touch heals 2d6 points of damage, and you can touch one creature per round. However, a creature that touches you also gains the healing (no more than six creatures can touch you in a single round). This includes creatures who strike you with natural weapons. A single creature, however, cannot be affected by a single casting of this spell more than once.

Diminished Effects: This spell provides only 1d6 points of healing per touch.

Heightened Effects: This spell provides 3d6 points of healing per touch.

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

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 duration lasts 1 round per level.

Heightened Effects: This spell's light reaches to a 20-foot radius around you.

Magic Item Creation Modifier: Constant $\times 4$

HEAT METAL

Transmutation [Fire, Giant]

Level: 2 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: Metal equipment of one creature/2 levels, no two of which can be more than 30 feet apart; or 25 lbs. of metal/level, all of which must be within a 30-foot circle

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Your features take on a distinctive reddish glow as you cast this spell. Upon completion, the target metal is enveloped in tiny wisps of magical flame.

Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw (unless its own is higher).

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3–5	Blistering	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *heat metal* deals half damage and boils the surrounding water. The magical flames will not set flammable objects on fire.

Heat metal counters and dispels *hoarfrost* (see page 116).

Diminished Effects: The range of the spell becomes Touch.

Heightened Effects: The spell lasts 9 rounds and deals damage as follows.



Round	Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3	Burning	1d6 points
4–6	Blistering	2d6 points
7	Burning	1d6 points
8	Hot	1d4 points
9	Warm	None

Further, a creature holding or wearing an object while it is blisteringly hot suffers 1 point of Dexterity damage (regardless of how many rounds the object is worn or held).

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 ×5

HEROES' FEAST

Conjuration (Creation) [Plant, Sibeccai, Water]
Level: 7 (Exotic)
Casting Time: 10 minutes
Range: Close (25 feet + 5 feet/two levels)
Effect: Feast for one creature/level
Duration: One hour + 12 hours (see text)
Saving Throw: None
Spell Resistance: No

This spell's casting requires you to perform a ritual that involves eating. It may be as simple as merely cooking food over an open fire and ladling it into bowls, or as complex as an exotic ceremony where the very orientation of the plates and cups takes on significance.

As you complete the ritual, you conjure forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes one hour to consume, and the beneficial effects do not set in until this hour ends. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels after

HEAT METAL AND HOARFROST

These spells were originally designed for use in weapon forges, where the magical heating and chilling process allowed weapons and armor of incredible craftsmanship to be created. The spells were not used as battle magic until the unlucky weapon merchant Darana refused to pay for the pieces she had commissioned. The smithy cast one of the spells on the armor she was wearing. Even though he died under the blades of her guards, she met a more grisly fate. When word got out of how the spell had been used, warlords ordered their battle mages to go to the forges and learn this magic for use in combat.

imbibing a nectarlike beverage that is part of the feast. The ambrosial food consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves, as well as immunity to fear effects for 12 hours.

If anything interrupts the feast, the spell is ruined and all its effects are negated.

Diminished Effects: Preparation of this spell takes 20 minutes, and its effects last only six hours. You must know the truename of any creatures eating the food or they gain no benefit; the spell takes on the truename descriptor.

Heightened Effects: The feast takes only 30 minutes to consume, and its effects endure for 24 hours afterward. Each subject also heals 1 point of ability score damage.

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

HEROISM

Enchantment (Compulsion)
[Litorian, Mind-Affecting, Psionic, Truename]
Level: 4 (Simple)
Casting Time: Standard action
Range: Touch
Target: Creature touched
Duration: Five minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +3 morale bonus on attack rolls, saves, and skill checks. As well, the target receives a +4 morale bonus on saves against fear effects and temporary hit points equal to one-half your caster level. You must know the target's truename.

Heroism is valued for its ability to assist an inexperienced warrior in squaring off against a much deadlier foe.

Diminished Effects: The creature gains only a +2 morale bonus on attack rolls, saves, and skill checks. There are no other bonuses. The spell lasts one minute per level.

Heightened Effects: The creature gains a +4 morale bonus on attack rolls, saves, and skill checks; immunity to fear effects; and temporary hit points equal to your caster level (maximum 20). The spell lasts one minute per level.

Magic Item Creation Modifier: Constant N/A



HEXING GAZE

Necromancy [Curse, Force, Negative Energy]

Level: 6 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: 1 round/three levels (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

One of your eyes enlarges slightly as it takes on a sickly yellow glow. Each round, you may target a single living creature with your gaze, striking it with waves of negative energy. Depending on the target's Hit Dice, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent. This is not considered a gaze effect and may not be reflected.

Sickened: Sudden pain and fever sweeps over the subject's body. A sickened creature takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a *remove disease* spell, but a *remove curse* proves effective.

Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically panics again if it comes within sight of you during that time. This is a fear effect.

Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus creatures immune or resistant to sleep are affected by it. If for some reason a creature is immune to the coma effect, it is still panicked and sickened.

The spell lasts for 1 round per three caster levels. You must use a move-equivalent action each round after the first to target a foe.

Diminished Effects: Creatures of 10 HD or more are not affected by this version of the spell. Creatures of 7–9 HD are sickened. Creatures of 4–6 HD are panicked and sickened. Creatures of 3 HD and less are comatose, panicked, and sickened. You must know the truenames of foes targeted with this spell. In this case, the spell takes on the truename descriptor.

Heightened Effects: The spell lasts 1 round per caster level.

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. Magisters sometimes use this spell to hide their favorite books from all detection; they keep the viewing glasses so they may still find and read the books.

Diminished Effects: The duration lasts one day per level.

Heightened Effects: You can make up to one object per three levels invisible, all tied to the same piece of glass.

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

HIDE SPELL

Abjuration

Level: 3 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Target: One active spell

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You focus on one currently active spell you are aware of within range and hide it from magical detection. *Detect magic* will not sense the spell, and someone casting a spell such as *object loresight* or *sense spell* (any version; see page 186) must make an opposed caster power check with the caster of *hide spell* in order to penetrate this obfuscation and become aware of the target spell. *Hide spell* lasts as long as the spell it hides.

Diminished Effects: The spell to be hidden must be one that you cast, and must be 3rd level or lower.

Heightened Effects: You also hide all physical aspects of a spell, if any, from normal senses. For example, if cast upon a *boil* spell, the water appears normal to sight, sound, and even touch (though touching the boiling water deals damage as normal). If cast upon an object created by a spell effect (such as an *eldritch web*), the object is invisible.

HOARFROST

Transmutation [Cold, Giant]

Level: 2 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: Metal equipment of one creature/two levels, no two of which can be more than 30 feet apart; or 25 lbs. of metal/level, none of which can be more than 30 feet away from any of the rest

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Your features take on a slightly blue tinge as you cast this spell. Upon completion, the target equipment becomes covered in a fine layer of frost.

Unattended, nonmagical metal gets no saving throw.

Enchanted metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw (unless its own is higher).

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table below) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage (this is also the effect on the last round of the spell's duration). During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown below:

Round	Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3–5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, *hoarfrost* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Hoarfrost counters and dispels *heat metal* (see page 114).

Diminished Effects: The spell's range becomes Touch.

Heightened Effects: The spell lasts 9 rounds and deals damage as follows:

Round	Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3	Bitter	1d6 points
4–6	Freezing	2d6 points
7	Bitter	1d6 points
8	Icy	1d4 points
9	Cold	None

Further, a creature holding or wearing an object while it is freezing cold suffers 1 point of Strength damage (regardless of how many rounds the object is worn or held).

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 per level.

Magic Item Creation Modifier: Constant N/A

HUNTER'S BOON

Divination [Sibeccai]

Level: 2 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level

Casting this spell gives you intuitive insight into searching for things, such as traps. You gain an insight bonus on Search checks equal to one-quarter your caster level, or one-half your caster level if searching for traps. Note that this spell grants no ability to disable any traps that you may find.

Diminished Effects: The spell's duration lasts 1 round per level.

Heightened Effects: You may cast this version of the spell on a willing creature if you know its truenam. The spell takes on the truenam descriptor.

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



HUNTER'S SHELTER

Transmutation [Sibeccai]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Touch

Target: One touched piece of rope, a ladder, or a similar climbing implement from 5 feet to 30 feet long

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

You cast this spell on an object usable for climbing, such as a rope or ladder. One end of the object rises into the air until it hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope or ladder up into the space, making it "disappear." In that case, the item counts as one of the eight creatures that can fit in the space. The rope or ladder can support up to 16,000 lbs., but a greater weight pulls it free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope or ladder. The window is present on the Material plane but is invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. Only one creature at a time can ascend to the space.

The spell enables climbers to reach any point along the rope or ladder's length if they do not climb all the way to the extradimensional space.

Diminished Effects: This version of the spell allows up to four creatures in the extradimensional space. The weight limit of the rope or ladder falls to 8,000 lbs.

Heightened Effects: The spell lasts two hours per caster level, and up to 12 creatures can fit inside the space. The weight limit of the rope or ladder increases to 24,000 lbs.

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

HUNTER'S WALK

Transmutation [Sibeccai]

Level: 1 (Simple)

Casting Time: Standard action

Range: Touch

Targets: One creature/level touched

Duration: One hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You surround your target with a light brown glow, which fades as the casting concludes. The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Those who attempt to track the targets suffer a -10 penalty on their checks.

Diminished Effects: You may cast the spell only on yourself. It lasts for 10 minutes.

Heightened Effects: The subjects also gain a +4 insight bonus on Sneak checks.

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 that you set. 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 per two levels (maximum 5d6) to all within 10 feet.

Magic Item Creation Modifier: Single-use ×2

ID BEAST

Illusion (Phantasm) [Curse, Fear, Mind-Affecting, Psionic, Truename]

Level: 4 (Exotic)

Casting Time: Standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial (see text)

Spell Resistance: Yes

You surround the subject in purplish-black flames. The subject begins to view in its own mind the most fearsome creature imaginable, a creature that only it can see. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm automatically touches the subject. This forces the subject to succeed on a Fortitude save or suffer 100 points of damage from fear. Even if the Fortitude save succeeds, the subject takes 3d6 points of damage.

If the subject of an *id beast* attack succeeds in disbelieving and is under the effects of a *telepathy* spell, it can turn the beast upon you. You must then disbelieve it or become subject to its deadly fear attack.

Diminished Effects: If the Fortitude save fails, the subject takes no damage but collapses unconscious.





Heightened Effects: The beast is truly horrific. If the subject makes its Fortitude save, it takes 6d6 points of damage.

Magic Item Creation Modifiers: Constant ×2, 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 lasts 1 round per level.

Heightened Effects: You also learn the general direction and distance of the scrier, if he or she is within 100 miles per level.

IDIOCY

Enchantment (Compulsion)

[Faen, Mind-Affecting, Psionic, Truename]

Level: 2 (Complex)

Casting Time: Standard action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

A green glittering light surrounds your hand. With a successful melee touch attack, you use this energy to reduce a creature's mental faculties. Your target suffers a 1d6–1 penalty to its Intelligence, Wisdom, and Charisma scores. Roll separately for each ability. This penalty can't reduce any of these scores below 1. This spell's effect may make it impossible for the target to cast some or all of its spells, if

IDIOCY

"In addition to all of their other misdeeds, one cannot blame the faen strongly enough for their use of the spell they call idiocy. With a slap on the back and a hearty laugh, these creatures can make the strongest of warriors act like a chim-bird or a child. For this reason alone, I would never deal with them again save for their ability to cleverly craft jewelry of incredible beauty. Still, is any profit worth being made to wear your undergarments on your head as you sing 'I'm a sad little dramojh'?"

From the diary of the merchant-king Gar-ver II

its requisite ability score drops below the minimum required to cast spells of that level.

Diminished Effects: The spell reduces the target's Intelligence, Wisdom and Charisma by 1d3–1 points each. The duration lasts one minute per level.

Heightened Effects: You do not need to know your target's truename; this version of the spell does not carry the truename descriptor.

Magic Item Creation Modifier: Constant ×2

IGNORE

Enchantment (Charm) [Mind-Affecting, Psionic]

Level: 0 (Simple)

Casting Time: One standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You magically distract a creature, causing it to suffer a –5 penalty to Spot and Listen checks.

Heightened Effect: The duration lasts 1 round per 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 and can 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

ILLUSION OF SELF

Illusion (Figment) [Psionic]

Level: 7 (Exotic)

Casting Time: Standard action

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

Effect: One illusory duplicate

Duration: 1 round/level (D)



Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

As you cast this spell, the color of your flesh, clothes, armor, and possessions becomes a bit faded. You create an illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (a move-equivalent action).

You can see through the duplicate's eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is Touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the projected image at all times. If something obstructs your line of effect, the spell ends. If you use spells with the teleportation descriptor or any other spell that breaks your line of effect, even momentarily, the spell ends.

Diminished Effects: The range of the spell is reduced to Close (25 feet + 5 feet per two caster levels).

Heightened Effects: You actually fade to the point of being nearly invisible. You gain a +20 bonus on Sneak checks made to hide, and you may make such checks both as a free action and in plain sight of others while this spell remains in effect. If you cast a spell originating at your location or physically attack, the spell ends.

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

ILROSOS TOBOR (ROSES OF LIFE)

Conjuration (Healing) [Dragon, 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 (or inflicts) 1d6 points of damage.

Heightened Effects: Each rose heals (or inflicts) 2d8 points of damage.

Magic Item Creation Modifiers: Constant N/A, 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 stayed in a single location (with a radius no longer than 100 feet.) for at least 24 hours. From this point on, while remaining in this area, the creature enjoys 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.

Special: You may target an oathsworn with the diminished version of this spell as if it were the regular version.

Diminished Effects: The guardian gains no bonuses or 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 the spell. 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/two levels)

Target: One creature/five 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 for every three levels. Non-elemental creatures immune to the energy type in question lose their immunity and suffer standard damage from that element.

INFERNO

Evocation [Fire, Positive Energy, Psionic]

Level: 5 (Complex)

Casting Time: Standard action

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

Area: Cylinder (10-foot radius, 40 feet high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You open your soul to the elemental plane of fire, channeling dangerous forces through your very psyche. As such, invoking this spell causes your hair (if any) to stand on end as motes of fire swirl away from you and climb high into the sky. As you cast the spell, a vertical column of fire roars downward, blasting anything beneath it. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half is positive energy and is therefore not subject to being reduced by resistance to fire-based attacks.

Diminished Effects: This spell has a range of Close (25 feet + 5 feet per two levels), a radius of only 5 feet, and produces a column 20 feet high. The damage from the spell is limited to a maximum of 10d6.

Heightened Effects: The spell's radius is increased to 15 feet. Further, the blast of fire is so fierce that anyone subject to the spell must make a Balance check (the Difficulty Class equals the spell level plus your caster level) or be knocked prone.

INFUSION OF WILL

Conjuration [Psionic]

Level: 3 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: Up to four creatures, no two of which can be more than 30 feet apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Up to four creatures that you target are bathed in a purplish light. These creatures gain the will necessary to free themselves from the effects of any temporary paralysis or related magic, including spells that slow creatures. *Infusion of will* does not affect spells that physically bind creatures. When cast on one creature, this spell negates paralysis. If

INFUSION OF WILL

One of the first spells taught to those who fought for Duke Fanor could break the bonds of paralysis. Because Nexin's followers would try to preserve life whenever possible, much of their magic was designed to hold, bind, or disable foes rather than damage or kill them. When infusion of will overcame those spells, Nexin's followers often had to choose between their oaths and their duties: Would they preserve life, or destroy it in order to protect others?

cast on two creatures, it grants each one another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, it grants each one another save with a +2 resistance bonus.

Diminished Effects: You must know a target's truename in order to affect it. This version of the spell takes on the truename descriptor.

Heightened Effects: All creatures are automatically released from the paralyzing effects.

INQUISITOR'S FURY

Evocation [Negative Energy or Positive Energy, Sonic, Soul]

Level: 7 (Exotic)

Casting Time: Standard action

Range: 30 feet

Targets: Sworn enemies in a 40-foot-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates (see text)

Spell Resistance: Yes

This spell is dangerous to cast. Anyone not sharing your commitment to your cause or ethos within the spell's area suffers for it. Your words take on a commanding tone, and the very sound of your voice causes confusion, pain, or even death.

Only creatures with Hit Dice equal to or less than your caster level are affected by this spell. As well, you must have a clear ethos or cause and must be casting this spell in support of that ethos or cause. You decide upon casting whether the spell carries a positive energy or negative energy descriptor (which should reflect your cause or ethos).

Anyone not sharing your commitment to this ethos or cause suffers an effect based on their Hit Dice:

Creature's HD	Effect
Equal to caster level	Dazed
Up to caster level–1	Weakened, dazed
Up to caster level–5	Paralyzed, weakened, dazed
Up to caster level–10	Damaged, paralyzed, weakened, dazed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Damaged: The creature suffers 10d10 points of damage.

This spell can affect companions, friends, and even allies as well as hated foes. Its power comes from your conviction, and those who do not share that conviction suffer accordingly.

If you are on your home plane when you cast this spell, extraplanar creatures in the spell's area who do not share your ethos or cause are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear your voice. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level remain unaffected by this spell.

Diminished Effects: All creatures in the spell's area are treated as if they had 1 HD extra. You can affect only up to 6d6 Hit Dice of creatures, starting with the nearest.

Heightened Effects: Those affected by this spell are also knocked prone. The victims may not use hero points (if applicable) for 24 hours after being affected by this spell.

Magic Item Creation Modifiers: Constant ×2, single-use ×3

INSANITY

Enchantment (Compulsion)

[Curse, Mind-Affecting, Psionic, Truename]

Level: 7 (Simple)

Casting Time: Standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As you cast this spell, you are surrounded by gibbering voices and swirling chaotic lights. The sound and lights rush toward your intended target, and the light appears to force itself into the subject's ears, eyes, mouth, and nose. The affected creature suffers from a continuous *confusion* effect, as the spell (see page 61). You must know your target's truename in order to cast this spell, and you must set forth conditions by which the enchantment can be broken ("This curse shall end when the village of Freeoath is no more," for example). Short of *remove curse* or more powerful magic, these conditions are the only means by which the *insanity* may end.

Diminished Effects: Casting this spell is a full-round action. If not broken (as above), the spell ends naturally after a year and a day.

Heightened Effects: You do not need to know the truename of your target (and the spell does not carry the truename descriptor).



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 lasts no more than 1 round, no matter what you do.

Heightened Effects: The +1 morale bonus also applies to saving throws and skill checks.

Magic Item Creation Modifier: Constant N/A

INSTILL MUSIC

Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic]

Level: 1 (Simple)

Casting Time: One standard action

Range: Close (25 feet + 5 feet/level)

Target: One creature

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You put a song of your choosing into another creature's mind. For the duration, the song runs through the creature's head, unbidden. The spell does not compel the creature to enjoy it, but it cannot have any special helpful or adverse effects, either (it could not be a harpy's song, for example). It must be a song you can sing or play.

Diminished Effects: The duration lasts 1 round per level.

Heightened Effects: The duration is one hour per level.

INTER

Transmutation [Earth]

Level: 2 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature of up to Medium size on the ground

Duration: Up to 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell must be standing on solid ground made primarily of earth or stone at least 10 feet thick. The spell causes the ground to open up and swallow the target. The target is treated as pinned in a grapple, with only its head sticking out of the ground. The ground has a grapple check bonus of +15 to oppose the target's grapple checks or Escape Artist checks to free itself (any other action from the target, such as "attacking" the ground, accomplishes nothing). The spell ends when the target frees itself or when the duration lapses, at which time the ground spits the target out. Either way, the ground returns to its normal condition when the spell is over.

Diminished Effects: The ground has a +5 grapple check.

Heightened Effects: The ground completely swallows the target, who may begin to suffocate (see Chapter Eight: Glossary of the DMG for suffocation rules).

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: The item can weigh no more than 1 lb. and must be nonmagical.

Heightened Effects: Multiple items can be transferred as long as they do not collectively exceed the weight limit.

JISGUS SEPA (DISGUISE SOUL)

Necromancy [Dragon, Truename]

Level: 8 (Exotic)

Casting Time: Standard action

Range: Touch

Target: You and one creature

Duration: One year/level (D)

Saving Throw: No

Spell Resistance: Yes

This spell makes your 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 true-name descriptor, *scrying* and similar divinations, soul spells, 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 lasts one day per level.

Heightened Effects: The spell also affects magical compulsions and charms.

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

JUMP

Transmutation [Sibeccai]

Level: 1 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell may have been developed by the sibeccai after encountering the faen spell *acrobatics*. This spell is similar, but much more specific, granting your target a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Diminished Effects: The subject receives a +5 enhancement bonus on Jump checks.

Heightened Effects: The subject receives a +15 enhancement bonus on Jump checks. This bonus increases to +25 at caster level 5th, +35 at caster level 10th, and +5 per five caster levels above 10th.

JUST REVERSAL

Abjuration

Level: 3 (Exotic)

Casting Time: One minute

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

When a foe casts an enchantment (charm) upon you while you're under the effects of *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 lasts 1 round per level.

Heightened Effects: The foe's saving throw suffers a –2 penalty.

Magic Item Creation Modifiers: Constant ×3, single-use ×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 papers or scrolls when in damp areas.

Heightened Effects: You can affect one object per 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. per level.

KEVESSA GUL (SPINES OF DEATH)

Conjuration (Creation) [Dragon]

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, Truename]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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: You do not need to know your target's truename; this version of the spell does not carry the truename descriptor.

Magic Item Creation Modifier: Single-use ×2

KIN LINK

Divination [Truename]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One relative/two 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: This version of the spell affects only one relative.

Heightened Effects: The range is one mile per level.

Magic Item Creation Modifier: Single-use ×2

KNAVESCOUR

Abjuration [Acid]

Level: 4 (Exotic)

Casting Time: 10 minutes

Range: Touch

Target: One object/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 per level (maximum 10d4).

Heightened Effects: The damage does not diminish with each object touched.

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

KNOW TALENT

Divination [Mind-Affecting, Psionic]

Level: 0 (Simple)

Casting Time: One standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn which skill the target has the most ranks in, if any. Alternatively, if cast on a child, you know what the child's highest ability score will be and which class and skills he may excel at. This spell does not predict the future, however—learning what a child is best at is not always an indicator of what he will actually do.

Heightened Effects: You also learn one random feat that the target has, and one spell (if any) that he currently has readied.

KOZO BLAST

Evocation [Light]

Level: 8 (Complex)

Casting Time: Standard action

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

Area: 80-foot-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

You body glows with the brightness of the sun. On your command, a ball of glowing light shoots from your hands, exploding silently from a point you select. All creatures in the blast are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the *kozo blast* takes 1d6 points of damage per caster level (maximum 25d6), or half damage on a successful Reflex save. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

This spell dispels any darkness spells of lower than 9th level within its area.

Diminished Effects: Creatures caught in the burst take 6d4 points of damage. Creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

Undead creatures caught within the burst take 1d4 points of damage per caster level (maximum 20d4), or half damage on a successful Reflex save. The burst still results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

Heightened Effects: The spell deals 6d8 points of damage (Reflex save for half damage) or 1d8 points of damage per caster level to undead. As well, the burst generates incredible heat, granting the spell the fire descriptor. In addition to the normal damage and blindness effects, the spell also deals

KOZO BLAST AND KOZO STRIKE

There have always been a number of fighting schools dedicated to the perfection of the spirit. One of these (the Blazing Sun School) began to teach knowledge of the arcane as well, and its students quickly became legends. Of these, one of the greatest fighters was also skilled in many of the arcane arts. Known only as Kozo, this fighter developed the ability to blast foes with a beam of light. Eventually, Kozo began to train students, but none ever achieved their master's level of skill.



1 point of fire damage per caster level. This damage is not reduced even if the creature makes its Reflex save.

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

KOZO STRIKE

Evocation [Light]

Level: 7 (Complex)

Casting Time: Standard action

Range: 60 feet

Area: Line from your hand

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and Reflex half (see text)

Spell Resistance: Yes

You body glows from within with the light of the sun; the glow becomes more and more focused in your arm and hand. For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels. The spell ends when its duration runs out or when you exhaust your allotment of beams. Until the spell ends, you generate light in a 30-foot radius around your body.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage on a successful Reflex save. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

The beam of light from this spell dispels any darkness spell of lower than 5th level whose area it passes through.

Diminished Effects: Creatures hit by the beam take 4d4 points of damage. Creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

Undead creatures caught within the beam take 1d4 points of damage per caster level (maximum 20d4), or half damage on a successful Reflex save. The beam still results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

You cast only one beam per four caster levels.

Heightened Effects: The spell deals 4d8 points of damage (Reflex save for half damage) or 1d8 points of damage per caster level to undead. As well, the beams generate incredible heat, and the spell gains the fire descriptor. In addition to the normal damage and blindness effects, the spell also deals 1 point of fire damage per caster level. This damage is not reduced even if the creature makes its Reflex save.

LEARN HERITAGE

Divination

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 per 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 per 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 virtually never prepared but almost exclusively placed on single-use magic items. With it, 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**Heightened Effects:** The target may be your age or older.**Magic Item Creation Modifiers:** Constant N/A, 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/two 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 reducing the foe to her dead score, 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 per level, and the spell affects only melee attacks.**Heightened Effects:** The spell functions each time the conditions are met during the duration, which becomes 10 minutes per level.**LIGHT AS A FEATHER**

Divination

Level: 0 (Simple)**Casting Time:** One standard action**Range:** Personal**Target:** You**Duration:** 1 round + 1 round/two levels

You negate the armor check penalty for your armor and shield. This spell cannot be made permanent.

Heightened Effect: The spell's duration becomes one minute per level.**Magic Item Creation Modifier:** Constant N/A**LIGHT OF THE EARTH**

Evocation [Earth, Light, Positive Energy]

Level: 5 (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 1d8 points of damage per two levels. 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 successful Will save.**Heightened Effects:** This version of the spell can affect any creature.**LIGHTNING ROD**

Evocation [Any energy type]

Level: 4 (Exotic)**Casting Time:** Standard action**Range:** Medium (100 feet plus 10 feet/level)**Area:** 20-foot radius**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

You create a glowing rod of energy 1 foot long that floats immovably in the air. Despite the spell's name, it actually affects any one type of energy specified at the time of casting (taking on that energy type's descriptor).

The magic of this spell draws any energy of the specified type in the area around the magical rod directly into the rod. Thus, the rod cancels a spell of its energy type that is cast within the area, passes through the area, or whose target or area intersects with the rod's area in any way. Even if the area of a *sorcerous blast* overlaps with the area of the



lightning rod only a bit, the rod cancels the entire *sorcerous blast* spell (if the energy is of the specified type) and draws the energy into itself.

Even ongoing effects, cast and targeted outside the area of the rod, are suppressed when brought into the rod's area. This affects an *energy sheath* spell of the appropriate energy type, and even a *protection from energy* spell of the appropriate energy type. Magic items are also affected. For example, a *flaming sword* loses its flaming ability (and the extra damage dealt) in the area of a *lightning rod* that is keyed toward fire.

Diminished Effects: The rod in this version of the spell affects only spells cast in the area, not those passing through or cast into the area.

Heightened Effects: At the end of the spell's duration, the rod explodes, releasing all of the energy it has absorbed. The energy inflicts 1d6 points of energy damage per spell level absorbed to all within 20 feet (Reflex save for half damage). The maximum amount of damage inflicted in this way is 20d6. Energy suppressed, such as from magic items or ongoing effects brought into its area, do not add to the energy released in this way.

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

LIGHTNING STROKE

Evocation [Electricity]

Level: 3 (Complex)

Casting Time: Standard action

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

Area: Line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful conflagration of electrical energy from your hands. The stroke deals 1d8 points of electricity damage per two caster levels (maximum 10d8). Further, those failing their saving throws are stunned for 1 round and suffer 1d4 points of temporary Dexterity damage. The stroke sets fire to combustibles and damages objects in the area. It can melt metals that have low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the lightning may continue beyond the barrier if the area permits; otherwise it stops at the barrier just like any other spell effect does.

Diminished Effects: The stroke inflicts 1d6 points of damage per two caster levels (maximum 5d6) and 1 point of Dexterity damage. There is no stunning effect.

Heightened Effects: The stroke inflicts 1d6 points of damage per caster level (maximum 10d6), as well as the Dexterity damage and the stunning effect.

LINE IN THE SAND

Enchantment (Compulsion) [Earth, Giant, Mind-Affecting]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Touch

Area: Plane 10 feet high and 5 feet long/level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You use your finger to trace a dark black line onto the ground (or other flat, horizontal surface). This marks a plane of magical energy that you create that measures 10 feet high. Anyone passing through the plane—which is to say, crossing the line—must commit a single action you designate when you cast the spell. The suggested action must be limited to a sentence or two and cannot involve inflicting obvious, direct harm on oneself or one's own allies. The suggested action can last for the spell's duration, unless the creature can complete the action in a shorter amount of time. Suggestions might include "lie down and go to sleep," or "go stand in a corner."

As a creature is about to cross the line, he instantly becomes aware of its presence, its nature, and the action it may very well be forced to take if he crosses. If the creature wishes to stop and is able to do so, it can choose to not cross the line.

Creatures forced to cross the line against their will gain a +2 bonus to the saving throw against this spell.

Once a creature crosses the line, it can cross it again and not be affected, regardless of its original saving throw.

Diminished Effects: The spell's duration remains the same, but the compulsory action can require no more than a single round's worth of action.

Heightened Effects: The only prohibition to the compulsory action is that it cannot involve an act that is tantamount to committing suicide.

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

LION'S EYE

Divination [Litorian]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Personal

Target: Self

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Your eyes become slightly yellow when you cast this spell. This vision allows you to see all things as they actually are within a 120-foot range. You see through normal and magical darkness, noticing secret doors hidden by magic, the exact locations of creatures or objects under spells that have concealment effects, and invisible creatures or objects. You automatically can perceive illusions as such and you see the true form of polymorphed, changed, or transmuted things. Further, you can focus your vision to see into the Ethereal plane (but not into extradimensional spaces).





The vision does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate natural concealment, including that caused by fog and the like. The spell does not help you see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so you cannot use this spell through a scrying device or with magic that lets you view things at a distance.

Diminished Effects: The range of your vision is reduced to a 30-foot cone.

Heightened Effects: You may cast this spell on a willing subject.

Magic Item Creation Modifiers: Constant ×4, single-use ×4

LIVING EDDICT

Necromancy [Positive Energy]

Level: 3 (Complex)

Casting Time: Standard action

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

Targets: Up to three undead creatures, no two of which can be more than 30 feet apart

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Casting this spell briefly surrounds you with a bright white light. The light leaves your body in a rush, slamming into as many as three undead creatures and forcing them to halt where they stand. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does.

If the spell succeeds, it renders the undead creature immobile and unable to take actions for the duration. The effect is broken if the creatures are attacked or take damage.

Diminished Effects: You may target only 1d2 undead creatures. The range is reduced to Close (25 feet + 5 feet per two caster levels).

Heightened Effects: The spell affects 1d3 + 3 undead creatures.

LONG FLAME

Transmutation [Fire, Light]

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 plus your level. Thus, a 1st-level

caster increases the amount of time a torch lasts—usually an hour—by two (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 [Giant, 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 population. 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 that. 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 in 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.

Heightened Effects: The duration lasts one day per level.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

LORE QUEST

Divination [Negative Energy or Positive Energy or Psionic]

Level: 5 (Exotic)

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Concentration

LORE QUEST

Plane Contacted	Avoid Effective Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental plane	DC 7/1 week	01–34	35–62	63–83	84–100
Positive/negative energy plane	DC 8/1 week	01–39	40–65	66–86	87–100
Astral plane	DC 9/1 week	01–44	45–67	68–88	89–100
Universal truth	DC 10/1 week	01–47	48–68	69–89	90–100
Outer plane, demideity	DC 10/2 weeks	01–49	50–70	71–91	92–100
Outer plane, lesser deity	DC 12/3 weeks	01–60	61–75	76–95	96–100
Outer plane, intermediate deity	DC 14/4 weeks	01–73	74–81	82–98	99–100
Outer plane, greater deity	DC 16/5 weeks	01–88	89–90	91–99	100

You enter a trance, sending your mind to another plane of existence in order to receive advice and information from the powers there. Alternatively, you send your spirit deep within your very soul to plumb the essence of your ethos and beliefs in the hope of finding some universal insight (i.e., a universal truth). If you contact another plane, you must decide whether you are seeking answers from a source of positive energy or negative energy (with the spell gaining that descriptor) or some more universal insight (in which case the spell has the psionic descriptor). Upon casting, consult the table above.

As you ask your first question, you must check to see if your mind and soul can survive the contact with the higher powers. You must make an Intelligence check as shown. If the check fails, your Intelligence and Charisma scores fall to 8 for the amount of time stated in the table above, and you become unable to cast spells. Additionally, failing the check immediately ends the spell.

If you reveal your truename to these powers during your casting, you lower the Difficulty Class by 2. However, there is a 5 percent chance of a malevolent power listening in on your conversation and learning your truename. As well, revealing your truename to higher powers in any manner may have other consequences, as determined by the DM.

Should the check succeed, the DM rolls d% for the result shown on the table:

True Answer: You receive a true one-word answer. Questions not able to be answered in this way are answered randomly.

Don't Know: The source says the answer is not available.

Lie: Unbeknownst to you, the power you are contacting intentionally lies to you, giving you a false answer.

Random Answer: The power tries to lie but doesn't know the answer, so it makes one up.

The powers reply in a language or image you understand, but they resent such contact and give only brief answers to your questions. (The DM answers all questions with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer or an equivalent brief image.) You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is

answered by the power during the same round. For every two caster levels, you may ask one question.

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

Diminished Effects: The casting time increases to one hour. Further, you can ask only one question for every three caster levels, to a maximum of five questions.

Heightened Effects: You may ask more involved questions, which can be answered in short sentences (up to one word per three caster levels).

Magic Item Creation Modifiers: Constant ×2, single-use ×3

MAGIC ARMOR (GREATER)

Transmutation

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Target: Armor or shield touched

Duration: One hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell gives a harness or armor or a shield an enhancement bonus to AC of +1 per three caster levels (maximum +5). This spell can also be cast on a creature with no armor, granting it a +1 armor bonus per three caster levels to clothing or flesh. An outfit of regular clothing counts as a suit of armor that grants no AC bonus for the purpose of this spell.

Note: With this spell in use, the *magic armor* spell in *Arcana Evolved* becomes *lesser magic armor*.

Diminished Effects: The duration lasts 10 minutes per level. You may affect only armor, clothing, or a shield you wear. The spell ends if you remove the affected item.

Heightened Effects: The enhancement bonus stacks with any permanent enhancement bonuses the armor, clothing, or shield already has, but maintaining such a powerful enchantment reduces the duration to one minute per caster level.

Magic Item Creation Modifiers: Charged ×2, constant N/A



MAGIC MISSILE

Evocation [Force]

Level: 1 (Exotic)

Casting Time: Standard action

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

Targets: Up to five creatures, no two of which can be more than 15 feet apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You shoot forth a missile of magical energy. The energy is shaped like a blade or a dart, and deals 1d6 points of damage with a successful ranged touch attack. Even if the target is in melee or has anything less than total cover or concealment, it does not gain concealment or cover bonuses against your touch attack. The energy is considered both a force effect and a +1 weapon, and as such gives you a +1 bonus on your attack and damage rolls.

For every two character levels past 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you fire off multiple missiles, you can have each of them strike a single creature or several creatures. You must designate targets before you make your attack and damage rolls.

Diminished Effects: You create only a single missile, which deals 1d4 points of damage.

Heightened Effects: The spell's missiles are more powerful than normal, dealing 1d8 points of damage.

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

MAGIC SLING

Evocation [Force]

Level: 2 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Magical sling of force

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You create a translucent sling made of magical force. At your mental command, the sling grabs one unattended object weighing no more than 1 lb. per caster level and hurls it at a target of your choice. This mental command is a standard action.

To hurl the object, you must make a normal ranged attack using your own base attack bonus, but modified by your spellcasting key ability score rather than your Dexterity score.

If the object hurled is solid, it inflicts 1d6 points of bludgeoning damage per 2 lbs. of weight (maximum 5d6). Both the target and the hurled object suffer this damage.

The *magic sling* has a range increment of 10 feet and a maximum range of 50 feet.

Diminished Effects: The hurled object in this version of the spell can weigh no more than 1 lb. It inflicts only 1d6 points of damage.

Heightened Effects: The hurled object in this version of the spell can weigh up to 5 lbs. per caster level, and the maximum damage becomes 10d6 points.



MAGIC WARD

Abjuration

Level: 1 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** One minute/level (D)**Saving Throw:** Will negates (harmless)**Spell Resistance:** No (see text)

This spell functions like *magic circle*, except there is no radius to the spell (it affects only the target creature) and you cannot focus the spell inward.

Diminished Effects: The spell lasts but 1 round. You may cast it only on yourself.

Heightened Effects: The spell can be cast on a target creature within 30 feet.

Magic Item Creation Modifier: Constant ×3

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 per level.

Magic Item Creation Modifier: Constant ×3

MAGMA BURST

Conjuration (Creation) [Earth, Fire]

Level: 10 (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 ×3, spell-completion ×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 ×5, single-use ×3, spell-completion ×2

MARGUL (DREADED FREEZE)

Enchantment (Compulsion) [Dragon, Mind-Affecting]

Level: 1 (Exotic)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**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 (LESSER)

Evocation [Air, Runic]

Level: 2 (Complex)**Casting Time:** 1 full 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 +3 deflection bonus to Armor Class for 10 rounds. Using this shield of air ability is a standard action that immediately dismisses the *lesser mark of air*.



Special: Subjects may not bear more than one mark from any *mark* spell at once.

Diminished Effects: The mark has no power except when activated (conjuring the shield). It grants only a +2 deflection bonus.

Heightened Effects: The enhancement bonus is +5.

MARK OF AIR (GREATER)

Evocation [Air, Runic]

Level: 4 (Complex)

As *lesser 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 *lesser 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 lasts one minute per level.

Heightened Effects: The enhancement bonus is +4.

MARK OF DEATH

Evocation [Negative Energy, Runic]

Level: 8 (Complex)

Casting Time: 1 full 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 grey 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 successfully save suffer 1d4 points of temporary Constitution damage. Using this ray of death ability immediately dismisses the *mark of death*.

Special: Subjects may not bear more than one mark from any *mark* spell at once.

Diminished Effects: The duration lasts one minute per level.

Heightened Effects: Death spells cast are reflected back upon the caster.

MARK OF EARTH (LESSER)

Evocation [Earth, Runic]

Level: 2 (Complex)

Casting Time: 1 full 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 per level). Using this mass of rock ability is a standard action that immediately dismisses the *lesser mark of earth*.

Special: Subjects may not bear more than one mark from any *mark* spell at once.

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, Runic]

Level: 4 (Complex)

As *lesser 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 *lesser 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 per level and the spell inflicts only 1d4 points of damage per two caster levels (maximum 5d4).

Heightened Effects: The enhancement bonus is +4.

MARK OF FIRE (LESSER)

Evocation [Fire, Runic]

Level: 2 (Complex)

Casting Time: 1 full 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 per level). Using this ray of fire ability is a standard action that immediately dismisses the *lesser mark of fire*.

Special: Subjects may not bear more than one mark from any *mark* spell at once.

Diminished Effects: The mark has no power except when activated (casting the ray of fire). The ray inflicts only 2d6 points of damage + 1 point per caster level.

Heightened Effects: The enhancement bonus is +4.

MARK OF FIRE (GREATER)

Evocation [Fire, Runic]

Level: 4 (Complex)

As *lesser 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 *lesser 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 lasts one minute per level.

Heightened Effects: The enhancement bonus is +4.

MARK OF FROST (LESSER)

Evocation [Cold, Runic]

Level: 2 (Complex)

Casting Time: 1 full 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 *lesser mark of frost*.

Special: Subjects may not bear more than one mark from any *mark* spell at once.

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, Runic]

Level: 4 (Complex)

As *lesser 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 *lesser 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 lasts one minute per level.

Heightened Effects: The enhancement bonus is +4.





MARK OF LIGHTNING (LESSER)

Evocation [Electricity, Runic]

Level: 2 (Complex)

Casting Time: 1 full 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 blue, lightning bolt-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +1 deflection bonus to Armor Class. They also possess the ability to cast from the palm of the hand a ray of lightning that inflicts 3d6 points of damage, if a ranged touch attack strikes the target. Using this ray of lightning ability immediately dismisses the *lesser mark of lightning*.

Special: Subjects may not bear more than one mark from any *mark* spell at once.

Diminished Effects: The mark has no power except when activated (casting the ray of lightning).

Heightened Effects: The deflection bonus is +2.

MARK OF LIGHTNING (GREATER)

Evocation [Electricity, Runic]

Level: 4 (Complex)

As *lesser mark of lightning*, except that the mark provides a +3 deflection bonus to Armor Class each round for the spell's duration or until the subject uses the greater ray of lightning ability: as under *lesser mark of lightning*, but the resulting ray inflicts 6d6 points of electricity damage.

Diminished Effects: The duration becomes one minute per level.

Heightened Effects: The deflection bonus becomes +4.

MARK OF WATER (LESSER)

Evocation [Runic, Water]

Level: 2 (Complex)

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 per level). Using this stream of water ability is a standard action that immediately dismisses the *lesser mark of water*.

Special: Subjects may not bear more than one mark from any *mark* spell at once.

Diminished Effects: The mark has no power except when activated (casting the stream) and inflicts only 1d4 points of damage per two caster levels (maximum 5d4).

Heightened Effects: The enhancement bonus is +4.

MARK OF WATER (GREATER)

Evocation [Runic, Water]

Level: 4 (Complex)

As *lesser 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 bearer from any completely submerged location to the surface of the water directly above. If something solid occupies the space the subject 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 lasts one minute per 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* (see page 62) except as noted here.

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 ×1.5, single-use ×2, spell-completion ×2

MASTER'S EDICT

Evocation [Force, Giant]

Level: 6 (Complex)

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

Effect: 10-foot hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

MARK SPELLS

All the mark spells were developed by a *mojh* runethane named Trannika. This runethane dwells in a colony with others of its kind, where they practice ritual scarring and tattooing. For many years, the mark spells remained a closely guarded secret, but recently a crafty *faen* mage using a magical disguise infiltrated the *mojh* colony and stole the books detailing the creation of the marks. Rumor has it that there may be even more marks developed that the *faen* did not manage to steal.

This spell functions like *master's ward* (see page 141), except it creates a hand with AC 19 (–1 size, +10 natural). The hand pursues and pushes away the opponent that you designate.

Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move-equivalent action.

Even a very strong creature cannot push the hand out of its way, because the hand will reposition itself instantly between the creature and you. However, an opponent can push the hand up against you by successfully bull rushing it.

Diminished Effects: This spell has a range of Close (25 feet + 5 feet per two levels) and the hand's Strength score falls to 23. This reduces its bonus on bull rush attempts by –2. It grants a cover bonus of only +8.

Heightened Effects: The strength of the hand increases to 31. This raises its bonus on bull rush attempts by +2. The hand is covered by a shimmering field of energy that gives it a +3 deflection bonus to its Armor Class. As well, its hit point total increases by +1 per caster level.

MASTER'S FURY

Evocation [Force, Giant]

Level: 9 (Complex)

Casting Time: Standard action

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

Effect: 10-foot hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell functions like *master's ward* (see page 141), except it creates a hand with AC 20 (–1 size, +11 natural). The hand can interpose itself, push, or crush one foe that you select.

The hand can grapple an opponent like *master's hold* does. Its grapple bonus equals your caster level + your spellcasting key ability modifier, +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (normal, not subdual) on each successful grapple check against an opponent.

The hand also can interpose itself as *master's ward* does, or it can bull rush an opponent as *master's edict* does, but at a +18 bonus.

Directing the spell to a new target is a move-equivalent action.

Diminished Effects: This spell has a range of Close (25 feet + 5 feet per two levels), and the hand's Strength score falls to 31. This reduces its bonus on attack rolls, bull rush attempts, and grapple checks by –2 and its damage to 2d6+10 points. It grants a cover bonus of only +8.

Heightened Effects: The Strength score of the hand increases to 39. This raises its bonus on attack rolls, bull

MASTER'S SPELLS

A number of spells incorporate the word "Master" into their names. These spells, developed by the giants, originally had complex names in the Hu-Charad language. However, the sibeccai renamed them (clearly with their awe and respect of the giants in mind), and the new names have stuck ever since.

rush attempts, and grapple checks by +2. Damage increases to 2d8+16 points. The hand can make as many grapple attacks as your base attack bonus allows. A shimmering field of energy covers the hand, granting it a +4 deflection bonus to its Armor Class. As well, its hit points increase by +1 per caster level.

Magic Item Creation Modifiers: Single-use ×2, spell-completion × 1.5

MASTER'S HOLD

Evocation [Force, Giant]

Level: 7 (Complex)

Casting Time: Standard action

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

Effect: 10-foot hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell functions like *master's ward* (see page 141), except it creates a hand with AC 20 (–1 size, +11 natural). The hand gets one grapple attack per round against one foe you select.

The hand's attack bonus to make contact equals your caster level + your spellcasting key ability modifier, +10 for the hand's Strength score (31), –1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of –1. The hand holds but does not harm creatures it grapples.

Directing the spell to a new target is a move-equivalent action.

The hand can also bull rush an opponent as *master's edict* does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as *master's ward* does.

Diminished Effects: This spell has a range of Close (25 feet + 5 feet per two levels), and the hand's Strength score falls to 27. This reduces its bonus on attack rolls, bull rush attempts, and grapple checks by –2. It grants a cover bonus of only +8.

Heightened Effects: The Strength of the hand increases to 33. This raises its bonus on attack rolls, bull rush attempts, and grapple checks by +2. A shimmering field of energy covers the hand, granting it a +3 deflection bonus to its Armor Class. As well, its hit points increase by +1 per caster level.



MASTER’S REDUCTION (LESSER)

Transmutation [Giant, Sibeccai]
Level: 2 (Complex)
Casting Time: Standard action
Range: Touch
Target: One willing animal of Small, Medium, Large, or Huge size
Duration: One hour/level (D)
Saving Throw: None
Spell Resistance: No

You encase your target in a cocoon of yellow light with an earthy smell. This spell causes instant diminution of an animal, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature’s size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a –2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and Armor Class due to its reduced size. Note that as equipment changes, melee and projectile weapons also deal less damage. Any reduced item that leaves a reduced creature’s possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

A Small creature whose size decreases to Tiny has a space of 2-1/2 feet (face 2-1/2 × 2-1/2 feet) and a natural reach of 0 feet (meaning that it must enter an opponent’s square to attack). A Large creature whose size decreases to Medium has a space of 5 feet (face 5 × 5 feet) and a natural reach of 5 feet. This spell doesn’t change the target’s speed. A Huge creature is reduced to a space of 10 feet (face 5 × 5 feet) and a natural reach of 10 feet. All equipment worn or carried by a creature is similarly reduced. The damage from the target animal’s natural attacks also will be reduced as follows:

New Damage	Old Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8

Diminished Effects: The duration of this version of the spell lasts only one minute per level.
Heightened Effects: You may cast this spell on one nonanimal creature.
Magic Item Creation Modifier: Single-use ×2

MASTER’S REDUCTION (GREATER)

Transmutation [Giant, Sibeccai]
Level: 5 (Complex)
Target: One willing animal/level of Small, Medium, Large, or Huge size, no two of which can be more than 30 feet apart.
This spell functions like *lesser master’s reduction*, except that it can affect multiple targets.
Diminished Effects: The duration of this version of the spell lasts only one minute per level.
Heightened Effects: You may cast this spell on one nonanimal creature per caster level.
Magic Item Creation Modifier: Single-use ×2

MASTER’S SUMMONS

Evocation [Giant]
Level: 3 (Simple)
Casting Time: Standard action
Range: Five miles
Effect: Ghostly hand
Duration: One hour/level (see text)
Saving Throw: None
Spell Resistance: No

You create the ghostly image of a hand, which you can send to find a creature within five miles. When it locates the creature, the hand beckons and leads it to you, assuming the creature is willing to follow.

When you cast the spell, the hand appears in front of you. You then specify a person (or any creature) by physical description; this may include race, gender, and appearance but not ambiguous factors such as level or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away he or she is.

Distance	Time to Locate
100 feet or less	1 round
1,000 feet	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

If the subject agrees to follow the beckoning hand, it points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.
The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to

follow, the hand continues to beckon for the duration of the spell, and then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on his or her own devices to locate you.

Should more than one subject in a five-mile radius meet the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of four hours of searching, the hand has found no subject that matches the description within five miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than five miles from the spot where it appeared when you cast the spell.

Diminished Effects: The hand can go only three miles in this version of the spell, and the time it takes to travel any distance doubles. You must know the truenam of the subject you are beckoning, and the spell takes on the truenam descriptor.

Heightened Effects: Each distance category doubles, while the time it takes the hand to go that far remains the same. Thus the hand can search a two-mile radius in 10 minutes, a four-mile radius in one hour, and a 10-mile radius in four hours.

MASTER'S WARD

Evocation [Force, Giant]

Level: 5 (Complex)

Casting Time: Standard action

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

Effect: 10-foot hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

As you complete this spell, you bring into being a Large disembodied magic hand. This floating hand is translucent and glows blue-green.

The hand can interpose itself between you and one opponent. It then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it. It provides nine-tenths cover (+10 AC) for you against that opponent. Nothing can fool the hand. It sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or be disguised. The hand does not pursue an opponent, however.

The hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when

you're undamaged, and its Armor Class is 18 (–1 size, +9 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through an *eldritch wall* or enter an area where magic is suppressed. It suffers the full effects of a *prismatic arcana* spell (see page 165). The hand makes saving throws as you do. *Disintegration* or a successful *dispel magic* destroys the hand.

Any creature weighing 2,000 lbs. or less that tries to push past the hand slows to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 lbs., but it still affects the creature's attacks.

Directing the hand to a new target is a move-equivalent action.

Diminished Effects: This spell has a range of Close (25 feet + 5 feet per two levels). The hand grants a cover bonus of only +8.

Heightened Effects: A shimmering field of energy covers the hand, granting it a +3 deflection bonus to its Armor Class. As well, its hit points increase by +1 per caster level in this version of the spell.

MASTER'S WRATH

Evocation [Force, Giant]

Level: 8 (Complex)

Casting Time: Standard action

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

Effect: 10-foot disembodied hand

Duration: 1 round/level (D)

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

This spell functions like *master's ward*, except it creates a hand with AC 20 (–1 size, +11 natural). As well, the hand can interpose itself, push, or strike one opponent that you select.

The floating hand can move as far as 60 feet and can attack in the same round. Since you direct this hand, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand can attack up to once per round with an attack bonus equal to your caster level + your spellcasting key ability modifier, +11 for the hand's Strength score (33), –1 for being Large. The hand's damage is 1d8+11 points, and any creature struck must make a Fortitude save against the spell's save DC or be stunned for 1 round. Directing the spell to a new target is a move-equivalent action.

The hand can also interpose itself as *master's ward* does, or it can bull rush an opponent as *master's edict* does (see page 138), but at a +18 bonus on the Strength check.

Diminished Effects: This spell has a range of Close (25 feet + 5 feet per two levels), and the hand's Strength score falls to 29. This reduces the Strength modifier on its attack rolls and bull rush attempts by –2, and its damage to 1d8+9 points.



Heightened Effects: The hand makes as many attacks as your base attack bonus allows. It threatens a critical hit on a 19–20. A shimmering field of energy covers the hand, granting it a +4 deflection bonus to its Armor Class. As well, its hit points increase by +1 per caster level.

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

MATERIA BOND

Conjuration (Summoning) [Psionic, Runic, Teleportation]

Level: 7 (Complex)

Casting Time: Standard action

Range: See text

Target: One object weighing 10 lbs. or less whose longest dimension is 6 feet or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

To cast this spell, you must first infuse a nonliving item with a bit of your essence. You do this by first placing your personal mark on the item by casting *arcana inscribed* (see page 34). This process always takes at least 24 hours. You then cast this spell, which magically and invisibly inscribes the name of the item on a sapphire you provide, which must be worth at least 1,000 gp. Thereafter, you can summon the item from virtually any location directly to your hand by speaking a special word (which you choose when you cast the spell).

If the item is in the possession of another creature, the spell partly fails: You do not conjure the item to your hand, but you know who possesses it and roughly where that creature is located when the summons occurs.

Note that your inscriptions are invisible and typically unreadable (except by means of a *read magic* spell) to anyone but you. However, a runethane can make a caster power check when encountering an inscribed item (DC = the *materia bond* caster level + 15). If successful, the runethane knows that the item is specially marked, can read the inscriptions, and will know the command word necessary to summon the object.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Diminished Effects: The spell lasts only a year and a day. Further, the item cannot be summoned from another plane.

Heightened Effects: This spell lets you summon or return the item a total number of times equal to once per caster level. To return the item, you speak a second preset command word, with the item sent to the location from which you summoned it.

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

MELD INTO STONE

Transmutation [Earth]

Level: 3 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell allows you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 lbs. of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. You can't see anything that goes on outside the stone, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction to the extent that you no longer fit within it expels you and deals you 5d6 points of damage. The stone's complete destruction expels and slays you instantly unless you make a successful Fortitude save (DC 18).

At any time before the duration expires, you can step out of the stone from the same location you entered it. If the spell's duration runs out or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

Diminished Effects: The spell lasts one minute per level. The surface of the stone where you entered is discolored in a shape roughly equal to yours.

Heightened Effects: You may move very slowly through the stone at a rate of 5 feet per 2 rounds. You may exit the stone in any direction.

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

MELEE ARCANA

Enchantment (Compulsion)

[Dragon, Mind-Affecting, Psionic]

Level: 3 (Simple)

Casting Time: Standard action

Range: 40 feet

Area: All allies and foes within a 40-foot-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Casting this spell brings the smell of blooming lilacs to the air. Creatures that can hear may discern barely perceptible harp music. As the casting ends, you make a statement (a supplication to your deity, a classic statement from your beliefs, and so on). As a result, you bring special favor upon yourself and your allies while bringing disfavor to your



enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls.

Diminished Effects: Enemies may attempt a Will save to avoid the effects of the spell. The spell's area is reduced to a 25-foot-radius burst centered on you.

Heightened Effects: The spell gains the positive energy descriptor and the spell lasts for one minute per level. The spell's area increases to a 60-foot-radius burst.

Magic Item Creation Modifier: Constant N/A

MEMNOCK'S FRIGID ENTICEMENT

Evocation [Cold, Language-Dependent, Mind-Affecting]

Level: 1 (Complex)

Casting Time: Standard action

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

Target: One creature

Duration: 1 round/level (or until action is completed)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target gains a icy blue aura. Upon casting the spell, you specify an action the target could conceivably complete in 1 round. It cannot be an action that would directly bring obvious physical harm to the target. While the target is under no compulsion to commit the act, it knows that if it does not do so, it will be blasted with cold energy. Each round the target fails to perform the action, it suffers 1d4 points of cold damage.

The ice mage Memnock created this compulsion that was not an enchantment so it wouldn't rely on the target's force of will.

Diminished Effects: The spell inflicts damage once only.

Heightened Effects: The spell inflicts 1d8 points of cold damage.

MEMNOCK'S FROZEN BURST

Evocation [Cold]

Level: 3 (Complex)

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 fling a sphere of ice and cold that explodes in a burst of freezing air. The burst deals 1d8 points of cold damage per two caster levels (maximum 10d8). Further, those failing their saving throws are stunned for 1 round and suffer 1d4 points of temporary Strength damage. The burst inflicts no damage to objects, but it does put out natural fires.

Diminished Effects: The burst inflicts 1d6 points of damage per two caster levels (maximum 5d6) and 1 point of Strength damage. There is no stunning effect.

Heightened Effects: The burst inflicts 1d6 points of damage per caster level (maximum 10d6), as well as the Strength damage and the stunning effect.



MENTAL ALARM

Divination [Psionic]

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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. The moment is chosen by you and must be within the duration of the spell. Small groups often use this spell to coordinate actions.

Heightened Effects: The duration lasts one day per level.

MIND BLANK

Abjuration [Mind-Affecting, Psionic]

Level: 8 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You surround the subject with a purple haze as you cast this spell. The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects, as well as divination spells or effects that would allow access to the creature's mind. *Mind blank* even foils *wish* (see page 225) when used in such a way as to affect the target creature's mind or to gain information from its own thoughts or memories. In the case of an appropriate spell that scans an area the creature is in (such as *eye of the dragon*, page 83), the spell works but the creature simply isn't detected. Spells designed to specifically locate the subject do not work at all.

Diminished Effects: The spell lasts only one hour.

Heightened Effects: The spell also temporarily masks the subject's true name. This makes the subject immune to effects based on its true name (for good or ill).

Magic Item Creation Modifiers: Constant ×4, single-use ×3, spell-completion ×2

MIND SCREEN

Illusion (Glamour) [Dragon]

Level: 7 (Complex)

Casting Time: 10 minutes

Range: Close (25 feet + 5 feet/two levels)

Area: 30-foot cube/level (S)

Duration: 24 hours

Saving Throw: None or Will disbelief (if interacted with) (see text)

Spell Resistance: No

Casting this spell is a complex ritual that creates a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. You must describe the illusion created in general terms. Once the conditions are set, they cannot be changed.

Attempts to observe the area magically automatically detect the image you described, with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion) if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Diminished Effects: The ritual takes one hour to cast. The spell affects only a 15-foot cube per caster level.

Heightened Effects: You can screen a 45-foot cube per caster level, and the spell lasts a year and a day. Creatures with special treasure they wish to hide from prying eyes often make use of this spell.

Magic Item Creation Modifier: Single-use ×2

MINOR LASTING IMAGE

Illusion

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 creature 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 per level.

Heightened Effects: The image can move for up to 1 round, repeating that same move over and over.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×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 saves 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 is any harmful 1st-level spell you know.

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

MIRACLE MOUNT

Conjuration (Summoning)

Level: 1 (Simple)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One mount

Duration: Two hours/level

Saving Throw: None

Spell Resistance: No

You summon a creature of 3 Hit Dice or less to serve you as a mount. The creature must be one normally used for riding, and serves willingly and well. The mount comes with an appropriate bit, bridle, and riding saddle.





Diminished Effects: The mount lasts only 10 minutes.

Heightened Effects: The mount appears with maximum hit points.

Magic Item Creation Modifier: Single-use ×2

MIRROR BLAST

Evocation [Force]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 damage from the shards.

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

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

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

As you cast 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 afterward (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, earth, fire, or water creature is considered a spell with that descriptor. 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 CALLING (GREATER)

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*, 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 of up to 8 HD in this version of the spell.

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 IMAGE

Illusion (Figment)

Level: 2 (Complex)

Casting Time: Standard action

Range: Personal (see text)

Target: You

Duration: One minute/level

You summon several illusory duplicates of yourself, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

You create 1d4 images plus one image per three caster levels (maximum eight images). These figments separate from you and remain in a cluster surrounding you. You move into and through them. All the images stay within 5 feet of you. When you and the mirror images separate, observers can't use vision or hearing to tell which one is you and which is an image. The figments may also move through each other as they mimic your actions.

Enemies attempting to attack you (or cast targeted spells at you) must select from among indistinguishable targets. This is represented by rolling randomly to see whether the selected target is real or a figment. Any successful attack against a figment destroys it. A figment's Armor Class is 10 + your size modifier + your Dexterity modifier. Figments seem to react normally to area spells.

The images are constantly shuffling and merging, so that attacking is virtually the only way of learning which is real and which are false.

An attacker must be able to see the images to be fooled. If you are invisible or if an attacker shuts its eyes, the spell has

no effect, though being unable to see carries the same penalties as being blinded.

Diminished Effects: You create 1d4 illusory duplicates, which last only 1 round per level.

Heightened Effects: You create 2d4 duplicates plus one duplicate per caster level (to a maximum of 12 images).

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 you cast the spell, 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 other mirror's location.

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 still remain unaffected.

Heightened Effects: The spell automatically strikes the original caster.

Magic Item Creation Modifier: Single-use ×2

MIRROR SPELL (LESSER)

Transmutation

Level: 4 (Exotic)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level) and Touch

Targets: 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.

Lesser 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 *lesser 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 ×1.5, spell-completion ×1.5



MIRROR THEFT

Transmutation

Level: 5 (Exotic)

Casting Time: 1 full 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 (see Chapter Five: Feats and Talents in *Arcana Evolved*), 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 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 for every three levels.

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

MIRROR TRUTH

Illusion (Glamour)

Level: 6 (Exotic)

Casting Time: 10 minutes

Range: Close (25 feet + 5 feet/two 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 illusionary 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. Handle magical means of detecting or seeing through illusions 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 $\times 2$

MISSILE WARD

Abjuration [Air]

Level: 2 (Complex)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A swirl of light blue smoke surrounds a target creature you touch. The warded creature gains damage reduction 10/magic (or 10/+1) against ranged weapons. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Diminished Effects: The spell lasts 10 minutes per level and grants DR 5/magic (or 5/+1) against ranged weapons. Once the spell has prevented a total of 5 points of damage per caster level (maximum 25 points), it is discharged.

Heightened Effects: Missile weapons cannot score critical hits against a creature warded by this spell.

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

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 token* 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 Modifiers: Constant N/A, single-use $\times 2$

MIST BANK

Conjuration (Creation) [Air]

Level: 2 (Simple)

Casting Time: Standard action

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

Effect: Fog spreads in 20-foot radius, 20 feet high

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

Upon completing the casting of this spell, a bank of blue mist forms at a point you designate. The mists swirl with strange movements from an unfelt wind. These mists obscure all sight, including darkvision, beyond 5 feet. A creature

within 5 feet has one-half concealment (attacks have a 20 percent miss chance). Creatures farther away have total concealment (50 percent miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the mist in 4 rounds; a strong wind (21+ mph) disperses the mist in 1 round.

The spell does not function underwater.

Diminished Effects: The mist has much less volume, spreading in a 10-foot radius, 10 feet high. Further, the spell's range is reduced to Close (25 feet + 5 feet per two levels).

Heightened Effects: The mist spreads in a 40-foot radius, 20 feet high. You can shape this volume as desired as long as no part of the mist extends more than 40 feet past your maximum range. This can prove very useful for putting up a long, thin wall to obscure troops (or make the enemy think you are obscuring troops), or even to make a recognizable shape (such as an arrow pointing out something of note to someone flying overhead).

MISTS OF BEFUDDLEMENT

Enchantment (Compulsion) [Mind-Affecting, Psionic]

Level: 5 (Complex)

Casting Time: Standard action

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

Effect: Fog spreads in 20-foot radius, 20 feet high

Duration: 30 minutes and 2d6 rounds (see text)

Saving Throw: Will negates

Spell Resistance: Yes

A thin purple mist spreads out from a location you target. Creatures caught within the mist find their mental resistance greatly weakened. Affected creatures take a –10 competence penalty on Wisdom checks and Will saves. (A creature that successfully saves against the mist is not affected and need not make further saves even if it remains in the area.) Affected creatures suffer the penalty as long as they remain in the mist and for 2d6 rounds thereafter. The mist itself is stationary and lasts for 30 minutes (or until dispersed by wind). The mist does not significantly hamper vision.

Diminished Effects: The mist bestows a –5 penalty on Will saves but no penalty on Wisdom checks.

Heightened Effects: The spell also bestows a –10 penalty on all Wisdom-based skill checks.

MISTS OF MADNESS

Conjuration (Creation) [Mind-Affecting, Psionic]

Level: 9 (Exotic)

Casting Time: One minute

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

Effect: One cloud in a 10-foot cube

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

You conjure a sinister cloud of green and yellow vapor. Anyone within the cloud suffers 1d4 points of temporary Wisdom damage per round as the cloud drives them insane. This cloud cannot be dispersed or even affected by nonmagical winds, but instead moves with its own kind of hunger for sane minds at a speed of 60 feet per round.

You cannot control the cloud, and it need not stay within a certain range or even within sight of you. It always moves toward the nearest creature within 60 feet that has a Wisdom score of 3 or higher (possibly including you). If no such creatures exist, it moves in a random direction until it senses such creatures. If more than one full minute passes without the cloud finding a creature to damage, the spell ends.

The mists can move through even tiny openings and cracks to get at a victim. In theory, if loosed within a city or similarly crowded area (even a wilderness full of animals), a *mists of madness* spell could endure for days, carving a terrible swath of insanity through the area.

A caster attempting to disperse the cloud with *gusting wind* or a similar effect must make an opposed caster power check against the creator of the *mists of madness* to succeed. The mists can be dispelled normally.

Diminished Effects: The duration of the spell is Concentration. You must be able to see the cloud, or the spell ends.

Heightened Effects: The spell inflicts 1d6 points of temporary Wisdom damage per round to those within it.

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

MOJH EYE

Illusion (Figment) [Dragon, Mind-Affecting, Psionic]

Level: 2 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Colorful lights in a 10-foot-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

Your eyes become more snakelike in appearance, and a twisting pattern of subtle, shifting colors appears to emanate from them in a hypnotic spiral. This pattern swirls out to fascinate creatures caught within the twisting lights. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest Hit Dice are affected first; among creatures with equal Hit Dice, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures go unaffected.

Diminished Effects: The spell affects only 2d4 Hit Dice of creatures.

Heightened Effects: The range of the spell increases to Medium (100 feet + 10 feet per level).



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 get 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.

MONKEY CLIMB

Transmutation [Faen]

Level: 0 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

By increasing your finger length, strength, and agility, you grant yourself a +5 bonus to one Climb check made during the duration.

This spell cannot be made permanent.

Heightened Effect: The spell affects all Climb checks made during the duration, the range becomes Touch, and the target is one creature.

MORTAL BANE (LESSER)

Necromancy [Negative Energy]

Level: 4 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Upon casting this spell, you surround your arm with a black glow, which you can release from your hand as a ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

MORTAL BANE (LESSER AND GREATER)

These spells are highly prized by those who practice the darker arcane arts. Many rituals require draining the spirit of victims, and these spells aid in such dark purposes. It is said that mortal bane spells used to be common on the battlefield, with cowardly spellcasters draining away the spirit of an enemy leader from a distance. It may be no coincidence that in the litorian language, the name they have given these incantations also means "cowardice," while in the language of the mojh, the name is a synonym for "tactics."

If the subject has at least as many negative levels as Hit Dice, it dies. Each negative level gives a creature a –1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, Difficulty Class, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell slot from his or her highest available spell level for each negative level gained. Negative levels stack.

Subjects who survive regain lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining a victim's levels, but the negative levels from this spell don't last long enough to do so.

An undead creature struck by the ray gains 1d4×5 temporary hit points for one hour.

Diminished Effects: You must know your target's true-name, and the spell takes on the truename descriptor. The spell lasts just one minute per caster level. Undead struck by the spell gain 1d4 temporary hit points per three caster levels (maximum 5d4 hit points).

Heightened Effects: You gain 1d4 temporary hit points for each negative level you inflict with this version of the spell. These last as long as the negative levels do (unless lost to damage before then).

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

MORTAL BANE (GREATER)

Necromancy [Negative Energy]

Level: 9 (Exotic)

Saving Throw: Fortitude save partial (see text)

This spell functions like *lesser mortal bane*, except as above and that the creature struck gains 2d4 negative levels. The negative levels also last longer.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (Difficulty Class equal to the spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

An undead creature struck by the ray gains 2d4×5 temporary hit points for one hour.

Diminished Effects: You must know your target's true-name, and the spell takes on the truename descriptor. The spell lasts only one minute per caster level. Undead struck by the ray gain 2d4 temporary hit points per three caster levels, to a maximum of 10d4 hit points.

Heightened Effects: You gain 1d4 temporary hit points for each negative level you inflict. These last as long as the negative levels do (unless lost to damage before then).

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

MOVE EARTH

When the giants landed and faced the dramojh, their battles were never easy. Strange magics and beasts faced them at every turn. More maddening was the subtle alteration of the land itself before battles, which gave the dramojh tactical advantages. Even for creatures as massive as giants, being forced to advance and fight across hastily created ditches and bulwarks could only increase their casualties.

MOVE EARTH

Transmutation [Earth]

Level: 6 (Complex)

Casting Time: See text

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

Area: Dirt in an area up to 750 feet square and up to 10 feet deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A fine mist of dust settles on your body, and your voice takes on a gravelly tone as you invoke the magic of this spell. *Move earth* moves dirt, possibly collapsing embankments, moving hillocks, shifting dunes, and so on. However, in no event can you collapse or move rock formations. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes four hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs; the earth reacts with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such remain mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is to dig or fill moats, or to adjust terrain contours before a battle.

Diminished Effects: The range is Medium (100 feet + 10 feet per level). You may only affect an area up to 300 feet square and 10 feet deep.

Heightened Effects: You may affect an area twice as deep (20 feet) and move the earth in only half the time. Any earth you move may be shaped to some degree (into a crude wall, for example).

Magic Item Creation Modifier: Single-use ×2

NATURE'S IRE

Conjuration (Summoning)

Level: 8 (Exotic)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)/100 feet (see text)

Effect: One swarm of centipedes per two levels

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

This spell conjures a dark cloud into the air before you. From the cloud, you call forth a number of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level) and beyond. The swarms need not appear adjacent to one another.

You may summon the centipede swarms into the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command them to move. As a free action once per round, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

If the swarms are close enough together, you can move as they do, allowing for greater range. See the MM for details on swarms.

Diminished Effects: You may summon only one swarm per three caster levels. The swarms may not move on the first turn they come into being. It is a standard action to direct the swarms.

Heightened Effects: The spell lasts 10 minutes per level and summons a number of swarms equal to your caster level. The swarms are quick, moving at 30 feet per round. Treat a swarm's attack as a +1 weapon for the purpose of overcoming damage reduction.

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

NIGHTMARE

Illusion (Phantasm)

[Mind-Affecting, Psionic, Truename]

Level: 5 (Exotic)

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You undergo a ritual wherein you push yourself into a dreamlike state. You then send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The spell prevents restful sleep and causes 1d10 points of damage. The subject is fatigued upon waking and may be unable to regain spell slots for the next 24 hours. The difficulty of the Will save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge

None*

Secondhand (you've heard of the subject)

Firsthand (you have met the subject)

Familiar (you know the subject well)

You know the subject's truename

* You must have some connection to a creature you have no knowledge of (see below).

Connection

Likeness or picture

Possession or garment

Body part, lock of hair, bit of nail, etc.

If your target is in a *magic circle*, the spell fails and you become stunned for 10 minutes per caster level of the *magic circle*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check (as if you were in the midst of casting a spell) or the spell ends.

Should you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, as one example.)

Creatures that don't sleep or dream are immune to this spell.

Diminished Effects: The ritual necessary to cast this spell takes one hour.

Heightened Effects: The nightmare may be shared between one target per five of your caster levels. If a target fails its Will save, you may also have one illusion spell you know affect the targets upon awakening. The spell cannot deal damage. This typically allows the victims to wake up from the nightmare only to see a horrible image (or warning message) in front of them.

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

NIGHTMARE

Some spells are perhaps best lost to the folk of the Diamond Throne lands, and nightmare is one of them.

This spell was a favorite of the followers of Duke Fanor, for it combined the weakening of enemies with unmatched cruelty. How difficult for an oathsworn to fight when he has dreamed that following his oath will cause horrible outcomes. How frustrating for a mage blade to need a good night's rest before battle, only to be plagued with dreams of failing spells and strong enemies. If copies of this spell exist, they are undoubtedly buried in the memories of long-dead followers of a long-dead duke.

NIMBUS OF HEALTH

Necromancy [Positive Energy, Psionic]

Level: 2 (Simple)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** One hour/level (but see text)

When you cast this spell, you tap into the life energies present nearby. This energy swirls around you in a cloud of white light, which dissipates as you complete the spell. While *nimbus of health* is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Diminished Effects: You gain only 1d10 temporary hit points, which last for 10 minutes per level (to a maximum of 60 minutes).

Heightened Effects: You gain 1d12 + 3 hit points per two caster levels (to a maximum of +15). These last for 24 hours. As well, the burst of life energies grants you a +1 enhancement bonus to your natural armor bonus. This bonus fades when the temporary hit points have been expended.

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

NONESS TOMA (SLIP BETWEEN SIGHT)

Illusion (Figment) [Dragon]

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 *nonetheless* spell's area.

For example, if a magister casts *nonetheless* 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 *nonetheless* 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

OATH CLOAK

Abjuration [Dragon, Positive Energy, Psionic, Soul]

Level: 8 (Complex)**Casting Time:** Standard action**Range:** 20 feet

Targets: One creature/level in a 20-foot-radius burst centered on you

Duration: 1 round/level (D)**Saving Throw:** See text**Spell Resistance:** Yes (harmless)

You recite a powerful oath containing some belief or faith to which you are committed. Only characters who swear to uphold this oath can be affected by this spell. Such creatures find themselves surrounded by a swirling field of color that protects them from attacks and grants them resistance to spells.

This abjuration has three effects:

- First, each warded creature gains a +4 deflection bonus to Armor Class and a +4 resistance bonus on saves.
- Second, the warded creatures gain SR 25 against spells.
- Third, creatures protected by this spell are immune to possession and mental influence from such spells as *soul exchange* (see page 193), or from enchantment effects that grant the caster ongoing control over the subject (such as a *dominate* spell).

There is a negative effect for warded creatures: If they break their oath (intentionally or otherwise) or act against their faith or beliefs, they take 4 points of temporary damage to their Intelligence, Wisdom, and Charisma scores. They cannot be subject to this spell again until they receive the benefit of a *purge* spell (see page 168).



This spell requires a focus—some visible object the target creatures can see that is somehow related to the oath being recited. Examples might be a nation's flag, a religious artifact, or even a person they are swearing to protect. The focus must be visible only during casting, and need not otherwise be within the range of this spell.

Diminished Effects: You must know the truenome of any creature who will be subject to this spell, and the spell takes on the truenome descriptor. It provides only SR 20.

Heightened Effects: This version of the spell affects up to two creatures per caster level in a 40-foot-radius burst. The deflection bonus to Armor Class and resistance bonus on saves both increase to +6, and the spell grants SR 27 as well.

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

OATH OF LOYALTY

Transmutation [Curse, Psionic, Truenome]

Level: 5 (Exotic)

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: Yes

In order to cast this spell, you must undergo a special ritual during which you castigate the target creature and state some behavior that creature must avoid. In turn, the target typically swears an oath of loyalty to your cause. The behavior to be avoided is often some sort of criminal act, but you may designate anything you like. You select a punishment to

be inflicted if the chosen behavior occurs. Options include the following:

- –6 effective decrease to a single ability score (minimum 1)
- –4 penalty on attack rolls, saving throws, ability checks, and skill checks
- Each turn, the target has a 50 percent chance to act normally; otherwise, the target takes no action.

This spell can be cast only on someone who is willing or restrained. The effect cannot be dispelled, but spells such as *remove curse* and *words of undoing* will negate the effect.

Diminished Effects: The spell lasts only one week per caster level. The effects are limited to a –4 decrease in an ability score, a –2 penalty on attack rolls, saving throws, ability and skill checks, or a 50 percent chance each turn to be shaken.

Heightened Effects: The spell may be cast on creatures within 20 feet—either loyal followers (up to one per caster level) or unwilling subjects (1d6).

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

OATH OF SPEED

Transmutation [Litorian, Soul]

Level: 1 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute/level (D)

By concentrating on a deeply held view or an oath you have taken, you summon a reserve of magical energy that

increases your base land speed by 30 feet. Treat this adjustment as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill in Chapter Four of *Arcana Evolved*).

Diminished Effects: The spell's duration lasts only 1 round.

Heightened Effects: You may cast this version of the spell on a willing target that you touch. Alternatively, if you cast this spell on yourself, it lasts 10 minutes plus one minute per caster level, and your base land speed increases by 45 feet.

Magic Item Creation Modifier: Single-use ×2

OATHBIND (LESSER)

Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting, Psionic, Truename]

Level: 4 (Simple)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature with 7 HD or less

Duration: One day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

Your voice takes on a commanding tone. At the conclusion of the casting, you place a magical directive on a creature, forcing it to take an oath to do your specific bidding. The creature must have 7 or fewer Hit Dice and be able to understand you. You must know the subject's truename in order to cast this spell.

The command must be something that can be fulfilled within one day per caster level. (This does not mean it will be fulfilled in that time period, only that it could be.) For example "Bring me the head of the dracha M'narl't that destroyed my village" would be a valid command, as even if the target knows nothing about this dracha or the village, the task could be completed. On the other hand, "Leave my village and never return" is not valid, as "never" is inconsistent with the spell's limited duration. As well, the spell cannot compel a creature to kill itself or perform acts that would result in certain death.

Each day the subject fails to make reasonable efforts to follow your command, it takes a cumulative –2 penalty to its ability scores (maximum –8). No ability score can fall below 1 through this effect. The penalties are removed 24 hours after the subject begins to make reasonable efforts to satisfy the directive.

The spell can be removed by any spell that breaks curses or removes enchantments, but only with a successful caster power check (DC = your caster level + 11). Oathsworn are immune to this spell unless they voluntarily accept the directive as one of their own oaths.

OATH OF SPEED

Sometimes merely changing the name of a spell is sufficient to alter its entire feel. Under the core rules, expeditious retreat is often associated with cowardly flight. By changing the name (and giving it the litorian descriptor), the spell feels more heroic. After all, "A troll is attacking those villagers! I will accept an oath of speed and do my best to save them!" just sounds better than "I'll cast expeditious retreat!"

Diminished Effects: The spell lasts for one day per two caster levels. Any command given must be fulfillable within that time.

Heightened Effects: The spell lasts for one week per caster level. Any command given must be fulfillable within that time.

OATHBIND (GREATER)

Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting, Psionic, Truename]

Level: 6 (Simple)

Casting Time: 10 minutes

Target: One living creature

Saving Throw: None

This spell requires an involved ritual (burning incense while performing a specific set of gestures, reading off a list of supposed crimes, and so on) that must be performed in the presence of the target creature. This spell functions as *lesser oathbind*, except as above and that it affects a creature of any Hit Dice and allows no saving throw.

Instead of taking penalties to ability scores (as with *lesser oathbind*), the subject takes 3d6 points of damage each day it does not attempt to fulfill your directive. Additionally, on each day that it makes no attempt to fulfill the command, it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the subject begins to make reasonable efforts to satisfy the directive.

Greater oathbind can be removed by any spell that breaks curses or removes enchantments, but only with a successful caster power check (DC = your caster level + 15). Oathsworn are immune to this spell unless they voluntarily accept the directive as one of their own oaths.

Diminished Effects: The command must be a task that can be completed in three months' time.

OATHBIND (LESSER AND GREATER)

These spells tap into the view held by many in the realm that one's sacred vows cannot be taken lightly, nor can they be dismissed easily. These spells impose a burden on those taking an oath similar to that of an oathsworn. However, these oaths can be imposed even on the unwilling, sometimes as a form of punishment or a method of ensuring compliance with an unpleasant or dangerous task. Oathsworn, having their own particular philosophy on vows and oaths, can generally ignore such magical compulsions.



Heightened Effects: The ritual takes only five minutes to prepare, and the command need have no time limitation.

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 do 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 whether a character has fulfilled an oath or not (in the example, a player character 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 swear not to attack each other's lands, or a chorrim general might pledge 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 who breaks 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 you) gain a +1 morale bonus to attacks, saves, and checks for one week.

OATHLANDS

Evocation [Positive Energy or Negative Energy]

Level: 2 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 20-foot-radius emanation

Duration: Two hours/level

Saving Throw: None

Spell Resistance: No

You infuse an area with either positive energy or negative energy. The area chosen has a slight glow to it—white if positive energy was chosen, black if negative energy was chosen.

Positive Energy: All undead must make a Will save upon entering the area. Failure means they must leave the area for 1d6 rounds. Undead that make their save suffer minor disruption, giving them a –1 morale penalty on attack rolls, damage rolls, and saving throws. Undead cannot be created within or summoned into the area.

Negative Energy: All undead in the area become stronger, gaining a +1 morale bonus on attack rolls, damage rolls, and saving throws. The energies increase undead creatures' perceptions as well, giving them a +2 enhancement bonus on Listen and Spot checks.

If the area contains a permanent fixture dedicated to your deity, pantheon, or ethos, the morale-based modifiers listed above increase to +2 or –2.

A positive energy casting of this spell counters and dispels a negative energy casting of it.

Diminished Effects: The duration is reduced to 1 round per level. Only the closest 1d12 undead creatures become affected.

Heightened Effects: The effect lasts one day per caster level, and all morale modifiers increase to +2 or –2 (+3 or –3 if the area has a permanent fixture). As well, undead in a positive energy area take a –1 penalty to their Armor Class. Undead in a negative energy area gain a +1 deflection bonus to their Armor Class.

ONE STEP BEYOND

Abjuration [Psionic]

Level: 10 (Exotic)

Casting Time: 10 minutes

Range: Touch

Target: One creature/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 with a Difficulty Class equal to 15 + your level. 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

ORESIN

Transmutation [Giant, Sibeccai]

Level: 8 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** One minute/level (D)

As you cast this spell, tiny particles of ore seem to materialize about you. Your body takes on a raw, beaten look as you are literally transformed into a being of metal.

Your metal skin grants you damage reduction 15/adamantine (or 15/+5). You become immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell remains in effect. You take only half damage from acid and fire of all kinds. However, spells that specifically heat or chill metal deal full damage to you with no save possible.

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed falls to half normal. You have a spell failure chance of 50 percent and a –8 armor check penalty, just as if you were clad in full plate armor. You cannot eat or drink (and thus can't use potions) or use items that require you to breathe (such as wind instruments).

Your unarmed attacks deal bludgeoning damage based on your size: 1d3 points for Tiny, 1d4 for Small, 1d6 for Medium, 1d8 for Large and 1d10 for Huge. You are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, which causes you to sink like a stone in deep water. However, you could survive the crushing pressure and even lack of air at the bottom of the ocean—at least, until the *oreskin* spell's duration expires.

Diminished Effects: The damage reduction granted falls to 15/magic (or 15/+1). The duration is reduced to one minute plus 1 round per caster level.

Heightened Effects: The duration lasts 10 minutes per level.

Magic Item Creation Modifiers: Constant N/A, single-use ×3, spell-completion ×2

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 *forcebeam*, 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 lasts one minute per level, and the protection covers only 6 points of damage per level.

Heightened Effects: The spell provides 20 points of protection per level.

Magic Item Creation Modifier: Single-use ×2

OWL'S WISDOM (LESSER)

Transmutation [Litorian, Sibeccai]

Level: 2 (Exotic)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** One minute/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

The transmuted creature is briefly surrounded by the translucent shape of a mighty owl. The subject's neck becomes more supple and its eyes grow slightly larger. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Spellcasters who rely on Wisdom and are affected by this spell do not gain any additional bonus spell slots or spells readied for the increased Intelligence, but the save Difficulty Classes for spells they cast while under this spell's effect do increase.

Diminished Effects: You may target only yourself. The spell lasts 1 round per level.

Heightened Effects: The target's eyes seem to take in all its surroundings. The bonus to Wisdom increases to +6.

Magic Item Creation Modifiers: Constant N/A, single-use ×1.5

OWL'S WISDOM (GREATER)

Transmutation

Level: 6 (Exotic)**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature/level, no two of which can be more than 30 feet apart

This spell functions like *lesser owl's wisdom*, except that it affects multiple creatures and operates at Close range rather than Touch.

Diminished Effects: The duration lasts 1 round per level.



Heightened Effects: The targets' eyes seem to take in all their surroundings. The bonus to Wisdom increases to +6 in this version of the spell.

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

PAIN TOUCH (LESSER)

Necromancy [Negative Energy]

Level: 0 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

Your hand becomes bathed in red-black light. With a successful melee touch attack, the target creature takes 1d3 points of negative energy damage (Will saving throw for half damage).

Since undead are powered by negative energy, this spell cures such creatures of a like amount of damage, rather than harming them.

Heightened Effects: You deal 1d8 points of damage +1 point per caster level (maximum +5). A subject that makes a successful Will save takes only half damage. This version of the spell cures undead creatures of the same amount of damage.

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

PAIN TOUCH (GREATER)

Necromancy [Negative Energy]

Level: 3 (Exotic)

This spell functions like *lesser pain touch*, except that you deal 3d8 points of damage +1 point per caster level (maximum +15), or cure undead creatures of the same amount of damage.

PAIN TOUCH (LESSER)

There exists an adventurer's log written in an ink that glitters in starlight and inscribed upon unusually smooth and ancient parchments. It is owned by a traveling merchant of antiquities named Bixel Tarkreaver, and in it is described a journey to the Silken Fens and an attack by oddly tattooed humans chanting the names of the Dead Gods, the Hanavere Trinity. They bore no weapons but their very touch caused wounds to appear, similar to those of a short blade or light mace.

The nameless adventurer writes that he escaped the fate of his party and followed the humans back to their stone and crystal ruins. There he saw a blind sage communing with the Dead Gods and transcribing their words on tablets of gold. The ruins held thousands of these tablets. Where these humans obtained the gold, the adventurer never learned. Tarkreaver has never given over the parchments for inspection, but her paymaster swears he has seen them—and that they included a map . . .

Diminished Effects: You deal 2d8 points of damage +1 point per caster level (maximum +10), or cure undead creatures of the same amount of damage.

Heightened Effects: You deal 4d8 points of damage +1 point per caster level (maximum +25), or cure undead creatures of the same amount of damage.

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

PATTERN OF SIBYLLIC FATE

Divination [Runic, Truename]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature/two 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*.

Diminished Effects: The spell has only a 50 percent chance to reveal a pattern.

Heightened Effects: This version of the spell always reveals a pattern.

Magic Item Creation Modifier: Constant $\times 4$

PEACE

Enchantment (Compulsion)

[Giant, Mind-Affecting, Psionic, Sonic]

Level: 2 (Simple)

Casting Time: Standard action

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

Targets: 1d6 living creatures/level, all of whom must be within 30 feet of each other

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Your voice becomes calm and soothing as you cast this spell. Agitated creatures within range find themselves relaxed and unwilling to engage in hostile activity. They will immediately stop fighting and cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or life-threatening damage dealt to an affected creature immediately breaks the spell on all affected creatures.

This spell will suppress (but not dispel) mind-affecting spells and abilities, as well as morale spells and effects (such as a champion's heartening cry). This requires a successful caster power check (opposed by the caster of the other spell). While the *peace* spell lasts, a suppressed spell or effect has no effect. When this spell ends, the suppressed spell or effect continues, provided its duration has not expired in the meantime.

Diminished Effects: The range is reduced to Close (25 feet + 5 feet per two levels). You may target only a single creature.

Heightened Effects: In addition to the above effects, creatures that fail their saving throw enter such a tranquil state that they may not be fully aware of their surroundings. Such creatures take a –2 penalty to Wisdom checks and Wisdom-based skill checks, and a –1 penalty to Will saves. Because this state of tranquility very closely resembles a state of drowsiness, creatures immune to sleep effects are immune to this effect.

PEACEFUL WEAPON

Evocation [Force, Giant]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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.

PEBBLE

Transmutation [Earth]

Level: 1 (Simple)

Casting Time: Standard action

Range: Touch

Targets: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transmute up to three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. A creature makes a normal ranged attack to use one of the transmuted pebbles. Each pebble that hits deals 1d6+1 points of damage (including the enhancement bonus). Against undead creatures, this damage doubles (2d6+2 points).

Diminished Effects: Each pebble deals only 1d4+1 points of damage (or 2d4+2 points against undead).

Heightened Effects: The stones strike with such force that they may drive a creature backward. Any target hit by a pebble is bull rushed. The stones are considered Small (–4 penalty) and charging (+2 bonus). They have an effective Strength bonus equal to one-third your caster level (minimum +1). A creature that fails its Strength check must move backward 5 feet.

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 via this spell may change what the future brings.

The spell has enough power to ensure that the future period you view is one of some importance to you. You will not, for example, see a period while you are asleep, eating a simple meal, or the like. Instead, 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 $\times 2$, single-use $\times 3$

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 this foe directly, the attacker must make an immediate Will saving throw. If successful, the attack against you proceeds normally. A failed save prevents the attack. The spell creates one programmed phantasm per level.

Diminished Effects: The spell creates one phantasm per two levels.

Heightened Effects: The duration lasts one hour per level.

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

PHANTOM STEED

Conjuration (Creation) [Force]

Level: 3 (Complex)

Casting Time: 10 minutes

Range: 0 feet

Effect: One quasi-real steedlike creature

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a Large quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created it. A *phantom steed* is smoky in color and appearance. It makes no sound when it moves. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has AC 18 (–1 size, +4 natural armor, +5 Dexterity) and 7 hit points +1 hit point per caster level. If it loses all its hit points, it disappears. It is incredibly fast, with a base speed of 20 feet per caster level (maximum 240 feet). It can bear its rider's weight plus up to 10 lbs. per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of the lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or a decrease in speed.

10th Level: The mount can use *water walking* at will (see page 220, no action required to activate this ability).

12th Level: The mount can use *aerial step* at will (see page 25, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.



14th Level: The mount can fly at its speed (average maneuverability).

18th Level: The mount can fly at its speed (perfect maneuverability).

24th Level: The mount teleports short distances, up to one mile at a time. It can only teleport in a straight line with no intervening objects. There is no chance of failure.

Diminished Effects: Only you can ride the mount you create. Its Armor Class falls to 16 (as its natural armor is only +2). Its speed is 10 feet per caster level, to a maximum of 90 feet. The mount gains no special abilities.

Heightened Effects: The rider can allow one additional passenger on the *phantom steed*. The mount has 12 hit points + 2 hit points per caster level. It also is considered incorporeal to anyone except its rider and passenger (if any). This gives a 50 percent miss chance to any attacks directed at the mount.

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

PHANTOM TRAP

Illusion (Glamour) [Mind-Affecting, Psionic]

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

Casting this spell makes a lock or other small mechanism seem trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100 percent certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is “sprung,” its primary purpose is to frighten away thieves or make them waste precious time.

If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

Diminished Effects: The spell lasts only one hour per level.

Heightened Effects: You may include a secondary illusion (as *lesser illusory object*) to be cast when the trap is sprung. For example, when the fake trap on a door is sprung, you may have an illusion of a brick wall appear behind the door.

Magic Item Creation Modifier: Single-use ×2

PIERCE

Evocation [Force]

Level: 2 (Exotic)

Casting Time: Standard action

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

PHANTOM TRAP

In the akashic memory lie some clues as to the stone krej of Nexin Oathmaker. One that occurs over and over is a tale of a false trap that frustrates those seeking to open the krej and pry out its secrets. When one invader finally ignores the false trap, the foolish adventurer is then caught off guard and killed by the krej's real defenses.

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 suppresses *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 + 1 point per caster level (maximum 1d8+10).

Diminished Effects: The spell only dispels defensive magic; it does not inflict damage.

Heightened Effects: The spell dispels any defensive spell with the force descriptor of 3rd level and below and inflicts 1d8 points of damage per two caster levels (maximum 5d8).

Magic Item Creation Modifier: Single-use ×2

PIERCING ICE

Evocation [Air, Cold]

Level: 8 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A thin layer of hoarfrost covers your body. Then a blue-white ray of freezing air and ice springs from your hand and rushes toward your selected target. To hit, you must succeed on a ranged touch attack. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

Diminished Effects: The ray deals only 1d4 points of cold damage per caster level (maximum 25d4).

Heightened Effects: Any creature hit by the ray must make a Fortitude save or be encased in ice that immobilizes it for 1d12 rounds (although it can still breathe). The ice has hardness 10 and 5 hit points per caster level. Fire damage equal to the ice's hit points will free the creature. A creature freed from the ice is exhausted for 1d6 rounds.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2



PIPER'S WALK

Enchantment (Charm)

[Language-Dependent, Mind-Affecting, Psionic, Sonic]

Level: 2 (Exotic)

Casting Time: 1 full round

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

Targets: Any number of creatures

Duration: One hour or less

Saving Throw: Will negates (see text)

Spell Resistance: Yes

If you have the attention of a group of creatures (such as with a successful Perform check or Intimidate check), you can cast this spell to hold them spellbound. To cast *pipe's walk*, you must communicate to the group (using oratory, song, poetry, and so on) without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of Friendly while under the effect of the spell. Any potentially affected creature of a race or organization unfriendly to yours gets a +4 bonus on the saving throw. If you move no faster than the slowest creature's normal speed, they will follow you as long as no threat or danger presents itself.

A target with 4 HD or more or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you communicate, to a maximum of one hour. Those under the effect of your spell take no action while they listen to you and for 1d3 rounds thereafter while they discuss your topic or performance. Those entering the area while the spell is in effect also must successfully save or become subject to the spell. The spell ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than maintain communication with the group.

Creatures not subject to your spell that have Unfriendly or Hostile attitudes toward you can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature in the group with the highest Charisma; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your own Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act by you or creatures friendly to you, the spell ends, and the previously affected creatures immediately become Unfriendly toward you. Each creature with 4 HD or more or with a Wisdom score of 16 or higher becomes hostile.

Diminished Effects: You may affect only one creature per caster level with this spell, and those creatures must be of your type (humanoid, giant, and so on). Further, the range is reduced to Close (25 feet + 5 feet per two levels).

Heightened Effects: You may keep creatures subject to this spell for up to four hours. However, each hour after the first you must make a Concentration check (DC 10 + 5 per hour after the first). If you fail it, the spell ends but the 1d3-round delay still applies. While the effects last, you may cast one other enchantment (charm) spell per hour. Creatures already subject to this spell take a –4 penalty on saves against the new spells. New spells take effect as soon as this spell ends.

Magic Item Creation Modifiers: Constant ×2, 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: This version of 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. (Alternatively, at 1st to 10th levels it ignores DR “/magic” and at 11th to 20th levels it ignores DR “/any special material.”) 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 lasts 1 round per level.

Heightened Effects: Target is one weapon per three levels.



POLYMORPH ANY OBJECT

Transmutation [Curse]

Level: 8 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One creature, or one nonmagical object of up to 100 cubic feet/level

Duration: See text

Saving Throw: Fortitude negates (object) (see text)

Spell Resistance: Yes (object)

This spell functions like *baleful polymorph* (see page 38), except that it changes one object or creature into another. The duration depends on how radical a change is made from the original state to the transmuted state, as follows.

Changed Subject Is:	Increase to Duration Factor*
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

* Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to manticore
6	2 days	Sheep to wool coat
7	1 week	Shrew to manticore
9+	Permanent	Manticore to shrew

Unlike *baleful polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

This spell cannot make a nonmagical object into a magic item. Magic items aren't affected by it.

This spell cannot create material of great intrinsic value or with special properties, such as copper, silver, gems, silk, gold, platinum, cold iron, or adamantite.

When this spell is cast, you must set forth a series of conditions by which it is lifted. The conditions must be plausible, however difficult (for example, a frog must be kissed by a princess, a cat must make friends with the woodcutter's dog, and so on).

Diminished Effects: The spell has a range of Touch. If the spell's transformation would result in the death of the target creature, it receives a +4 morale bonus on its Fortitude save.

Heightened Effects: You may affect one creature or object per five caster levels, though you may select only one type of creature or object to change your targets into. For example, you could transmute a human, a wolf, and a horse into mice, but you could not change them into a mouse, a rabbit, and a fish.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2



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 greenbond 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 lasts 1 round per level.

Heightened Effects: Duration lasts 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 applies only to attack rolls.

Heightened Effects: The insight bonus becomes +2.

Magic Item Creation Modifier: Constant ×4

PRESERVE ICE

Transmutation [Cold]

Level: 0 (Simple)

Casting Time: Standard action

Range: Touch

Target: 1-foot cube of ice

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Ice you touch will not melt. It remains wet and cold, but does not diminish in mass.

Heightened Effects: The duration is Permanent (D).

PRESTIDIGITATION

Transmutation

Level: 0 (Complex)

Casting Time: Standard action

Range: 10 feet

Target, Effect, or Area: See text

Duration: One hour

Saving Throw: See text

Spell Resistance: No



Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for one hour. The effects are minor and have severe limitations. The spell can slowly lift 1 lb. of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 lb. of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile and cannot be used as tools, weapons, or spell foci. Finally, a *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only for one hour.

Heightened Effects: The spell allows you to perform feats of legerdemain and sleight of hand (pulling a small rabbit or dove out of your hat, for example, or producing a bouquet of flowers from your sleeve). If the spell is used in this way, add your caster level to all Perform checks. Created items vanish when the spell does, although you may make them vanish sooner.

You can slowly lift up to 5 lbs. per caster level, but no higher than a single foot above the surface below the item.

If this spell is ongoing while you cast other spells, it can alter the way the new spell manifests to an observer. For example, if a spell normally is accompanied by a bright flash of light, you might choose to have the spell accompanied by an explosion of rose petals. This has the effect of doubling the spell level for the purpose of a caster's Spellcraft check to determine what spell you are casting.

Magic Item Creation Modifier: Constant $\times 2$

PRETUR AR NUADE (HOARD WARD)

Transmutation [Dragon, 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.

You may only have one *hoard ward* in existence at any given time. You become instantly aware if it is dispelled or suppressed.

Diminished Effects: This version of the spell teleports only the first intruder.

PRESTIDIGITATION

This is an excellent example of a spell that can enhance roleplaying. Using prestidigitation to produce a bouquet of flowers with a snap of the fingers when the rakishly handsome magister flatters the local baker's daughter is probably worth at least a +2 circumstance bonus on any Diplomacy check.

Heightened Effects: The intruders can be teleported into confining situations (such as manacles) or even into different clothing.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 2$

PRISMATIC ARCANA

Abjuration [Dragon]

Level: 8 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Wall 4 feet/level wide and 2 feet/level high

Duration: 10 minutes/level (D)

Saving Throw: See text

Spell Resistance: See text

A shimmering miasma of light surrounds you. As you cast the spell, the light forms into a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near it without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. If you cast the spell to materialize in a space occupied by a creature, the spell fails and is wasted.

Each color in the wall has a special effect. The table on the next page shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. Only effects that completely negate magic can dismiss the wall outright, and only if they succeed at a caster power check (DC 15 + your caster level). Magic that merely dispels magic is not powerful enough to disrupt the arcana of the wall (except when used with Brandish Magical Might; see table on the next page). Spell resistance proves effective against the wall, but the caster power check must be repeated for each color present.

Diminished Effects: Seven shimmering, intertwined, multicolored beams of light spray from your hand in a 60-foot cone. Each beam has a different power. Creatures in the



PRISMATIC ARCANA			
Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of fire damage (Reflex save for half).	Any spell with the cold descriptor of 4th level or greater
Orange	2nd	Stops magical ranged weapons. Deals 40 points of acid damage (Reflex save for half).	Any spell with the air descriptor of 3rd level or greater
Yellow	3rd	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (Reflex save for half).	Any spell of the evocation school of 5th level or greater
Green	4th	Stops breath weapons. Poison (kills; Fortitude save, partial, for 1d6 points of temporary Constitution damage instead).	Any spell with the earth descriptor of 5th level or greater
Blue	5th	Stops divination and mental attacks. Turns target to stone (Fortitude save negates).	Any spell that requires a ranged touch attack of 2nd level or lower
Indigo	6th	Stops all spells. Will save or target becomes insane (as <i>insanity</i> spell; see page 123).	Any spell with the light descriptor of 3rd level or lower
Violet	7th	Energy field destroys all objects and effects.* Creatures sent to another plane (Will negates).	<i>Dispel magic</i> (or any spell of at least 3rd level) cast with Brandish Magical Might (counterspell)
* The violet effect makes the special effects of the other six colors moot, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see spell description).			

area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects. Spell resistance applies to each beam.

1d8	Beam Color	Effect
1	Red	20 points fire damage (Reflex save for half)
2	Orange	40 points acid damage (Reflex save for half)
3	Yellow	80 points electricity damage (Reflex save for half)
4	Green	Poison (kills; Fortitude partial, take 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude save negates)
6	Indigo	Insane, as <i>insanity</i> spell (page 123) (Will save negates)
7	Violet	Sent to another plane (Will save negates)
8	N/A	Struck by two rays; roll twice more, ignoring any “8” results.

Heightened Effects: The wall forms in a 10-foot-radius immobile sphere with you at the center. The sphere flashes in all colors of the visible spectrum. Its effects are identical to the wall’s, except the blindness lasts 2d4×10 minutes. Typically, only the upper hemisphere of the globe will exist, as the lower half is usually excluded by the floor surface you are standing on.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

PRIVATE CONVERSATION

Transmutation [Giant]
Level: 1 (Exotic)
Casting Time: Standard action
Range: Touch
Target: Two creatures + one creature/three levels
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes

The targets can converse without anyone overhearing them. Characters who can read lips might be able to see what is said, but no Listen check can allow one to overhear the conversation. While under the effects of this spell, a creature can speak to someone unaffected by it, but others can hear that conversation normally. Only when two affected creatures speak together does the conversation stay private.

Diminished Effects: The spell affects only you and one other creature.

Heightened Effects: Even the ability to read lips cannot reveal what the targets are saying.

PROFICIENCY

Transmutation [Litorian, Sibeccai]
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: You suffer only a –1 nonproficiency penalty.

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/two levels)

Area: 30-foot-radius spread

Duration: 1 round/two 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, sibeccai, 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 in stasis; all others can act normally.

Heightened Effects: The spell does not depend on creature type. You can pick and choose who is affected and who is not.

Magic Item Creation Modifiers: Charged $\times 2$, constant $\times 2$, single-use $\times 3$, spell-completion $\times 2$

PROHIBITUS (LESSER)

Abjuration [Dragon]

Level: 4 (Exotic)

Casting Time: Standard action

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

Effect: Ray

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes (object)

A dark green glow encompasses your arm and, as you complete the spell, a green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by this spell include any abilities, powers, or spells that allow for travel to and from any other plane, as well as all forms of teleportation.

This spell does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack

forms. Also, this spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Diminished Effects: The target may attempt a Fortitude save to resist the spell.

Heightened Effects: The spell explodes in a 20-foot-radius burst on a successful ranged touch attack against the primary target. All creatures in the burst are blocked from extradimensional travel, but each may attempt a Will save to negate the effects.

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

PROHIBITUS (GREATER)

Abjuration [Dragon]

Level: 8 (Exotic)

Casting Time: Standard action

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

Area: 20-foot-radius emanation centered on a point in space

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

Your entire body is encased in a dark green glow. As you complete the spell, you channel that glow into a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred by this spell include any abilities, powers, or spells that allow for travel to and from any other plane, as well as most forms of teleportation. Once this spell is cast, extradimensional travel into or out of the area is not possible. If you know the truename of a creature attempting to enter or leave the affected area, you gain a +4 competence bonus to your effective caster level for the purpose of overcoming the creature's spell resistance.

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

To cast this spell you must carry a specially prepared focus. The focus can be anything, including a weapon you carry, but preparing it requires a ritual lasting 24 hours.

Diminished Effects: The targets may attempt a Fortitude save to resist the spell.

Heightened Effects: The spell wards the area within a 30-foot radius.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 4$, 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 sees the warning in his conscious mind; he 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, at the moment of danger.

For example, a totem warrior who has been given a *prophetic warning* meets a slasan. The slasan 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 slasan's miss on a subsequent round. The warning came to him when he first met the slasan. 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 duration lasts 1 round per 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/two 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 per round when he is in his unconscious range.

Magic Item Creation Modifiers: Constant $\times 5$, single-use $\times 2$

PROTECTION FROM SPELLS

Abjuration

Level: 8 (Simple)

Casting Time: Standard action

Range: Touch

Targets: Up to one creature touched/four levels

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

In order to cast this spell you must first perform a special ritual in which you infuse wards and defenses into a number of hand-sized items. This ritual takes two hours per item, and each item must be of high quality (at least 1,000 gp value).

When you cast this spell, you hand an item to each of the spell's subjects, whose eyes glow blue as they receive them. Each subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities). The items are considered a focus for the spell. If one is dropped, destroyed, or handed to another creature, the spell ends for that subject.

Diminished Effects: The resistance bonus granted is only +6.

Heightened Effects: The protection granted becomes a luck bonus.

Magic Item Creation Modifiers: Constant N/A, single-use $\times 2$, spell-completion $\times 2$

PURGE

Abjuration [Mind-Affecting, Positive Energy or Negative Energy (see text), Psionic, Truename]

Level: 5 (Exotic)

Casting Time: One hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

PURGE

Legend has it that on the day of performing the Ritual of Soulslaying, Nexin was accompanied by his personal bodyguards. These men and women were oathsworn dedicated to protecting all creatures that opposed Duke Fanor—including Nexin. When Nexin began his ritual, the oathsworn found themselves in a terrible dilemma; because the ritual proved fatal, many believed they had failed in their duty. After the rite ended, surviving oathsworn refused to accept atonement for their misdeeds. As a result, no oathsworn in recorded history has accepted a purge to free himself from a failed oath.

The subject begins to glow as the spell is cast, slowly building to a blinding intensity. Upon completion of the spell, the light quickly fades, and perceptive listeners may hear the tinkle of hundreds of tiny bells.

Successful casting of the *purge* spell removes the burden of breaking an oath from the subject. The broken oath must truly have been of some import to both the subject and the caster. The creature seeking to have its broken oath purged must be truly repentant and desirous of setting right its misdeeds. It must reveal its truename to you, so you can use it in the spell.

If the atoning creature broke its oath unintentionally or through compulsion, then nothing beyond casting the spell is required. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, the subject must examine his inner soul to expunge the burden properly. In order to do this, many casters first assign the subject some form of quest, whether related to the broken oath or not. Witnessing how the subject performs that quest determines for these casters if repentance is even possible. Note that an oathsworn will never agree to the application of a *purge* spell in such a manner, for any breach of duty is too personal a matter to resolve with mere magic.

Not all oaths are virtuous. The DM may rule that an oath is vile in nature or unjust (“I swear to see to the destruction of every man, woman, and child of that village!”). In that case, instead of light, the subject exudes darkness and the spell takes on the negative energy descriptor.

Diminished Effects: N/A

Heightened Effects: In addition to easing the burdens of the soul, the spell grants the subject renewed purpose and an additional hero point. DMs should carefully govern the use of this version of the spell. A heightened *purge* should represent a monumental moment in a character’s life, and not merely an excuse to gain a free hero point.

Magic Item Creation Modifiers: Constant N/A, single-use $\times 3$, spell-completion $\times 3$

PURIFY FOOD AND DRINK

Transmutation [Plant, Water]

Level: 0 (Complex)

Casting Time: Standard action

Range: 10 feet

Target: 1 cubic foot/level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

A healthy green glow surrounds food and drink of your choosing, which becomes suitable for consumption even if it was spoiled, rotten, poisonous, or otherwise contaminated. This spell does not prevent subsequent natural decay or spoilage. Magically enhanced or harmed food and drink



remains unaffected by *purify food and drink*. Note that one cubic foot of water contains roughly 8 gallons and weighs about 64 lbs.

Heightened Effects: Food or drink that was magically made impure can be purified with a successful caster power check (DC 11 + caster level).

QUENCH

Transmutation [Water]

Level: 3 (Simple)

Casting Time: Standard action

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

Area or Target: One 20-foot cube/level or one fire-based magic item

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

As you cast this spell, the humidity in the air around you dramatically increases. This spell extinguishes all nonmagical fires in its area. It also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 + 1 per



caster level, maximum +15) against each spell to dispel it. The Difficulty Class to dispel such spells is 11 + the caster level of the fire spell.

Each elemental (fire) creature within the area of a *quench* spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed). Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

Diminished Effects: The spell has an area of only one 10-foot cube per level. Fire creatures may attempt a Fortitude save to reduce the damage by one-half.

Heightened Effects: The spell is perfect for stopping forest or grass fires, and will fill one 30-foot cube per level.

QUESTING SOUL

Divination [Negative Energy or Positive Energy or Soul; see text]

Level: 5 (Complex)

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

Casting this spell puts you into a trancelike state in which you are able to ask a certain number of yes or no questions and receive a vision that reveals the answers. Some casters perceive that they have received answers from deities or their agents. Others state that clearing their mind of anything other than their convictions allows them to see a clear path to take.

You are allowed one question per caster level. The answers given can be: “yes,” “no,” or “unclear.” In rare cases, a short answer of five words or less may come to you. Usually answers emerge in a vision. An answer reveals only the most likely result based on actual facts. For example: “If I ask the milkmaid to marry me, will she say ‘Yes?’” is a difficult question to answer because it relies on another character’s private thoughts. On the other hand: “Is there a hungry shadow troll in the old mines?” is easily answered.

At best, the spell provides information to aid your decisions. If you lose focus on the conversation, discuss the answers at length with other parties, or leave to undertake another task, the spell ends.

When casting the spell, you must decide whether you are seeking your answer from a positive energy source, a negative energy source, or from your own convictions. The spell takes on a positive energy, negative energy, or soul descriptor accordingly, and can color the answer given. For example, a character who passionately believes in her oath to defend the forest might get a positive response to “Will villagers come and cut down the trees?” regardless of the actual facts.

Diminished Effects: The casting time increases to one hour. Further, you can only ask one question every other round.

Heightened Effects: Your questions can be slightly more conversational, and answers to those questions can include “probably,” “probably not,” “recently,” “not recently,” “soon,” and “not soon.”

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 3$

QUESTING SOUL

Spells like questing soul tend to break the rules set forth by other spells. Most spells in the game have an exact effect that can be determined in advance. This spell, however, requires good roleplaying by the player and the DM in order to be used properly. For example, if a character focuses on negative energy when casting the spell, the answers should be dark and filled with promises of power, or perhaps touched with paranoia and fear. Positive energy answers tend to be reassuring and capable of boosting the morale of the caster. Soul-based answers, on the other hand, are usually colored by the caster's desires and may provide a sounding board for those desires (if the caster is willing to listen).

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

QUICKENING

Transmutation [Plant]

Level: 5 (Complex)

Casting Time: 24 hours

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

For an entire day, you stand, sit, and walk near a certain tree or animal, speaking to it of the world. To quicken the animal or tree's spirit, you must have a purpose that it would find important. ("If you do not awaken, mighty wolf, the invaders will drive off all your kind.") If an animal, the target must not leave your sight or the sound of your voice. When the day ends, you have gifted the tree or animal with human-like sentience. In order to succeed, you must make a Will save (DC 10 + the animal's current Hit Dice, or the Hit Dice the tree will have once quickened).

The quickened animal or tree is Friendly toward you. You have no special empathy or connection with a creature you awaken, although it will attempt to assist you in specific tasks or endeavors if you communicate your desires to it.

A quickened tree has characteristics of an animated object, except that it gains the plant type and its Intelligence, Wis-

dom, and Charisma scores are each 3d6. A quickened plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

A quickened animal gets 3d6 Intelligence, +1d6 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An awakened animal can't serve as an animal companion, familiar, or special mount.

A quickened tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

A quickened tree or animal may gain feats or skills as a result of its new Hit Dice. You may select these upon casting the spell, but they must be appropriate to the need or desire for which you cast the spell.

Once the need or purpose has been met, the animal or plant remains in its awakened state, but will typically leave your side to seek its own way in the world.

Diminished Effects: Upon completion of this spell, the awakened state lasts for only one day per caster level.

Further, the maximum Hit Dice of the animal or tree cannot exceed your caster level minus three.

Heightened Effects: The animal or tree is truly powerful. You may choose to reroll its Intelligence, but if you do so, you must accept the second result, even if it is lower than the first. Further, the animal or tree gains one hero point.

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 3$

QUINTELEMENTAL BLAST

Evocation [Varies]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 per level (maximum 15d4).

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

RAINBOW PATTERN

Illusion (Figment) [Light, Mind-Affecting, Psionic]

Level: 4 (Complex)

Casting Time: Standard action

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

Effect: Colorful lights in a 20-foot-radius spread

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You create a glowing, rainbow-hued pattern of interweaving colors that mesmerizes and fascinates those within it. This spell fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest Hit Dice are affected first. Among creatures with equal Hit Dice, those closest to the spell's point of origin are affected first. An affected creature that fails its save is fascinated by the pattern. Any attack on the fascinated creatures breaks the spell.

With a simple gesture (a free action), you can make the *rainbow pattern* move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures that can no longer see them are no longer affected. The spell does not affect sightless creatures.

Diminished Effects: The range of the spell is Close (25 feet + 5 feet per two caster levels). The spell affects a maximum of 18 Hit Dice of creatures.

Heightened Effects: You may fascinate up to 30 Hit Dice of creatures. When the spell ends, creatures that were fascinated are shaken for an additional 1d3 rounds as they regain their senses.

RAPTUROUS DANCE

Enchantment (Compulsion) [Faen, Mind-Affecting, Psionic]

Level: 8 (Simple)

Casting Time: Standard action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

You must whistle, sing, or hum a tune as you cast this spell (although your target does not necessarily need to hear the song). The target creature is filled with an undeniable urge to dance and begins doing so, complete with foot shuf-

fling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Diminished Effects: You must know the target's truename to cast this spell, which takes on the truename descriptor. The target suffers only a –3 penalty to Armor Class and a –8 penalty on Reflex saves.

Heightened Effects: The spell lasts 1d12 rounds + 1 round per caster level. You may target a creature at up to Close range (25 feet + 5 feet per two caster levels).

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

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 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 the spell provides. 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 HARM

Transmutation [Positive Energy]

Level: 7 (Simple)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One negative energy spell**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You undo the effects of a spell of 5th level or below with the negative energy descriptor cast within 1 round. The target spell's effect must be within range (its caster need not be). 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 of 7th level or below.

REDEMPTIVE REDRESS

Transmutation

Level: 1 (Simple)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two 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 of –2 or less.

Heightened Effects: This spell compensates for any spells cast upon its target during its duration.

Magic Item Creation Modifier: Constant ×8

REFUGE

Conjuration [Teleportation]

Level: 8 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Object touched**Duration:** Permanent until discharged**Saving Throw:** None**Spell Resistance:** No

In order to cast this spell, you must perform a specialized ritual. This ritual requires you to invest a bit of your essence in a material object, which becomes the focus of the spell. Nearly anything can serve as the focus, but it must be of the highest level of workmanship and materials (valued at 1,500 gp). This serves to create powerful magic in the focus.

This focus contains the power to do one of two things, depending on how you prepared it. Either it will instantly transport its possessor across any distance within the same plane to your abode, or it will transport you across any distance within the same plane to the possessor.

Either way, once the focus is imbued with your essence, you must give it willingly to a creature and at the same time inform the creature of a command word to speak when using the item. To make use of the item, the creature speaks the command word at the same time that it rends or breaks the item (a standard action). The effect depends on how you cast the spell:

Transport Possessor: When the creature activates the item, it and all objects it wears and carries (to a maximum of its heavy load) are instantly transported to your abode. No other creatures are affected, aside from an animal companion or familiar.

Transport You: You are transported to within 10 feet of the possessor of the item when it is broken and the command word uttered. You gain a general idea of the location and situation of the item's possessor at the time the spell is discharged, but you have no choice whether or not to be transported.

Diminished Effects: A creature transported by this spell may only bring with it items it is wearing or carrying up to a medium load. Items in excess of this weight (the creature's

choice) are left behind. The spell has a range of 10 miles per caster level.

Heightened Effects: A creature transported by this spell may also bring along one other creature per five of your caster levels. It and all transported creatures must be in contact with each other (holding hands, for example).

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

REINCARNATE

Transmutation [Positive Energy, Truename]

Level: 6 (Exotic)

Casting Time: One hour

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

Casting this spell is an involved ritual that summons the lifegiving power of nature. When you are done, the subject is encased in a cocoon of dark green energy. The creature stays inside the cocoon for 24 hours, and nothing may disturb it during that time or the spell is ruined. The creature must not have been dead for more than one week before the casting of this spell, and you must know the target's truename. The spell will fail if the subject's soul is not willing or able to return.

The spell literally forms a new body for the soul, and thus it repairs all physical ills and afflictions. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points go unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer of its previous race; see table) and then apply the following adjustments to its remaining ability scores. The subject's level (or Hit Dice total) is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 2. (If this reduction would put its Constitution at 0 or lower, it can't be reincarnated). This level/Hit Dice loss or Constitution loss cannot be repaired by any means.

The change in the subject's ability scores may make it hard for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character.

For most player characters, the new incarnation is determined using the following table. For more unusual charac-

REINCARNATE				
d%	Incarnation	Str	Dex	Con
01	Chorrim	+4	+0	+2
02–13	Dracha	+0	+0	+2
14–25	Faen	–2	+0	–0
26	Kobold	+0	+2	+0
27–38	Giant	+2	–2	+0
39–42	Goblin	–2	+2	+0
43–52	Litorian	+0	+2	+0
53–62	Sibeccai	+0	+0	+2
63–74	Mojh	+0	+0	–2
75–89	Human	+0	+0	+0
90–93	Verrik	+0	+0	+0
94	Inshon	+2	+0	+2
95–98	Rhodin	+2	+0	+0
99	Harrid	+4	+2	+2
100	Other	?	?	?

ters, create a similar table of creatures of the same type to use instead.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature that died of old age.

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the new form's language.

A *wish* can restore a reincarnated character to his or her original form.

Diminished Effects: There is only a 50 percent chance that the spell is strong enough to return the creature to life. If it fails, you must cast it all over again.

Heightened Effects: You do not need to know the target's truename. However, if you do know it, the creature may adjust its die roll on the table (up or down) by an amount equal to up to one-fifth your caster level.

Magic Item Creation Modifiers: All ×2

REMOVE FEAR

Abjuration [Mind-Affecting, Psionic]

Level: 2 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature plus one additional creature per four levels, no two of which can be more than 30 feet apart

Duration: 10 minutes (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sound of tiny harps fills the air, and your targets are surrounded by a clear white light. This instills courage in the

subjects, granting them a +4 morale bonus against fear effects for 10 minutes. If a subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration.

Diminished Effects: You must know each target's true-name to affect him. The spell gains the truename descriptor.

Heightened Effects: The bonus against fear effects increases to +6. Additionally, the targets gain a +1 morale bonus on all other Will saves.

REMOVE MINOR MALADY

Transmutation [Positive Energy]

Level: 0 (Simple)

Casting Time: Standard action

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You remove a wart, blemish, mole, or other minor physical malady from the target touched. The malady must be visible and natural, not caused by magic. This spell is not powerful enough to deal with anything that actually harms the target (like a disease).

Heightened Effects: The malady can be magical, but the spell still cannot handle anything that truly harms the target.

REPEL MATTER

Abjuration [Earth or Plant, see text]

Level: 7 (Complex)

Casting Time: Standard action

Range: 60 feet

Area: 60-foot line from you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Casting this spell sheathes your body in a thin layer of tiny crystalline particles. These particles radiate waves of invisible and intangible energy that roll forth from you. All stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed stone objects larger than 3 inches in diameter and loose objects weighing more than 500 lbs. are not affected. Anything else, including animated objects, small boulders, and the like must move back. Fixed objects 3 inches in diameter or smaller crumble, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Diminished Effects: The spell affects only items made from wood. Objects such as wooden shields, spears, wooden

weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. One being dragged by a shield can loose it as a move-equivalent action and drop it as a free action.) Items such as spears and lances splinter if they are set to prevent this forced movement. Even magic items with wooden components are repelled.

Heightened Effects: The spell affects items made of metal. Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled.

REPULSION

Abjuration [Force]

Level: 7 (Complex)

Casting Time: Standard action

Range: Up to 10 feet/level

Area: Up to 10-foot-radius/level emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates an invisible, mobile field surrounding you. Perceptive creatures may notice a low buzzing sound in the area. The field prevents creatures from approaching you. You decide how big to make the field at the time of casting (to the limit your level allows). Any creature within the field or entering it must attempt a Will save. On a failed save, creatures become unable to move toward you for the duration of the spell.

Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Diminished Effects: You may only target and repel a single creature within range.

Heightened Effects: Creatures that become subject to this spell must move at least 10 feet away from you each turn if possible. If prevented from moving, they are unable to do anything other than defend themselves against attacks.

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 scry the target by any means (spell or device).

This spell's effects stack with *static veil's* (see page 199).

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 $\times 3$

RESIST TOUCH

Abjuration

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 $\times 8$

REVERSE GRAVITY

Transmutation [Earth, Giant, Psionic]

Level: 7 (Exotic)

Casting Time: Standard action

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

Area: Up to one 10-foot cube/two levels

Duration: 1 round/level (D)

Saving Throw: None (see text)

Spell Resistance: No

You form a personal link with the forces of nature in order to cast this spell. As you cast it, the area fills with a swirl of green and blue lights traveling from the ground to the sky. Gravity is reversed in the spell's area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this upward fall, objects and creatures strike it in the same manner as they would hit the floor in a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the duration, affected objects and creatures fall downward.

Creatures that are only partially in the spell's area, or creatures in the area that have something to hold onto, can

attempt Reflex saves to secure themselves when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Diminished Effects: The spell has a range of Close (25 feet + 5 feet per two caster levels). The affected area is reduced to one 5-foot cube per two caster levels.

Heightened Effects: Once per round as a free action, you may choose to suppress the effects of the spell (so that creatures and objects in its effect will fall). If the effects are suppressed, you can choose to turn them back on.

RITUAL OF BINDING

Enchantment (Compulsion)

[Curse, Dragon, Mind-Affecting, Psionic]

Level: 8 (Exotic)

Casting Time: One minute

Range: Close (25 feet + 5 feet/two levels)

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Casting this spell creates one of seven different magical restraints to hold a creature: chaining, slumber, bound slumber, gaseous prison, hedged prison, metamorphosis, and minimum containment. You must choose which of these versions you are casting when you begin the spell. In each case, when you complete the spell, the target may attempt a Will save only if its Hit Dice equal or exceed one-half your effective caster level, rounded up (see below).

Instead of casting the spell on the target, you may cast the spell on a nonmagical object (such as an apple or a sword). When the target uses the object (by eating the apple or drawing the sword, for example), he triggers the spell. This is considered a magic trap and may be detected as such. The trap lasts one day per caster level, and the spell's saving throw DC is reduced by 1. If anyone other than the target uses the trapped item (including you or one of your assistants), the spell targets that creature instead (though the save DC is reduced by 1 again).

With each version of this spell, you may have up to six assistants help you with casting. They do not need to know this spell in order to assist you. Instead, while you are casting it, they must cast one spell per round from the enchantment (charm) school, or one that has the mind-affecting or psionic descriptor. You receive an enhancement bonus to your effective caster level equal to one-third the caster level of each assistant who helps you cast this spell. Your effective caster level determines whether the target gets an initial Will saving throw and how long the *ritual of binding* lasts. All your *ritual of binding* spells are dismissible by you.

Regardless of the version of this spell that you cast, you must specify triggering conditions that will end the spell and release the creature, should they occur. These triggers can



be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, sworn oaths, or ethos, but otherwise must be based on observable actions or qualities (for example, "You will be freed if your beard grows so long it can sweep the floor," or "Only the kiss of your true love can release you from this mystic prison"). Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed.

If you have cast any version of this spell with a limited duration, you may cast additional *ritual of binding* spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the *binding* spells it has received are broken.

Knowing the subject's truename increases the save DC by 2 and grants you a +2 bonus on caster level checks made to defeat the subject's spell resistance. The spell then takes on the truename descriptor.

In all cases, the subject does not need to eat or drink while under the spell's effects, nor does it age.

Chaining: Glowing ropes or chains surround the creature, binding it to a location. The subject is confined by these restraints and surrounded by a *wrath of ages* spell (see page 227) affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this *ritual of binding* is confined to the spot it occupied when it received the spell. You decide upon casting exactly how the creature is bound (a collar around its throat

attached to the wall, heavy manacles chained to the floor, tied to an altar with snakelike ropes, and so on).

Slumber: The distinct smell of roses fills the air as you complete the spell. The subject falls comatose for as long as one year per caster level. To a casual observer, the subject appears dead (although a Heal check, DC 15, reveals the truth). This *ritual of binding* is more difficult to cast than *chaining*, making it slightly easier to resist. The spell's save Difficulty Class is reduced by 1.

Bound Slumber: This combination of *chaining* and *slumber* has effects that last for as long as one month per caster level. The save Difficulty Class is reduced by 2.

Gaseous Prison: The subject can be forced to take a gaseous form, except for its head or face. While gaseous, it is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities.

This *ritual of binding* is permanent. This spell is incredibly difficult to cast. As a result, reduce the save Difficulty Class by 4.

Hedged Prison: Casting this spell briefly covers the subject in a green, thorny aura. The subject is then transported to or otherwise brought within a confined area from which it cannot wander by any means. The area of confinement must be created by you. Once the boundaries are set, the creature cannot discover any method of escape (even accidentally), regardless of how simple escape would otherwise be. For example, a creature trapped in a tower would be unable to escape through an easily accessible open window. The effect is permanent. Reduce the save Difficulty Class by 3.

**RITUAL OF BINDING**

This spell makes for excellent adventure hooks. Legends of a sleeping prince or an imprisoned creature can generate side quests or main plot threads. Since the spell can dictate mundane requirements that must be met in order to free the prisoner, even a low-level party can face this spell.

Metamorphosis: A green glow covers the subject as it hunches over, apparently wracked in pain. When the spell is complete, the subject assumes the alternate form of any creature of a similar size and shape. The subject is bound to an area you determine, with a radius of no less than one mile and no greater than one mile per caster level. The subject takes on the Strength, Dexterity, and Constitution scores of the new form, together with its natural armor bonus and racial traits, supernatural abilities, and extraordinary abilities. It retains its own Intelligence, Wisdom, and Charisma scores, as well as its Hit Dice, base attack bonuses, feats, skill ranks, and base saving throw bonuses. However, it loses its memory of who it was, as well as any class-based skills or spellcasting ability.

This ritual is permanent. This spell is incredibly difficult to cast, which reduces the save Difficulty Class by 4.

Minimum Containment: The subject seems compressed by great force as it shrinks to a height of 1 inch or even less. At the spell's end, the subject appears held within some gem, jar, or similar object you have prepared. This *ritual of binding* is permanent. Reduce the save DC by 4.

You can't dispel a *ritual of binding* with *dispel magic* or a similar effect, but it can be removed. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, *banishment*, or a similar effect.

This spell requires a suitable location or object for containment. As well, you must provide a special focus appropriate to the form of binding used (miniature chains of special metals, soporific herbs of the rarest sort, a bell jar of the finest crystal, and so on) worth no less than 500 gp. (For some versions of the spell, the focus can serve as the object of containment.) In addition to the specially made focus, the spell requires opals worth at least 500 gp for each Hit Die of the target and a vellum depiction or carved statuette of the subject to be captured.

Diminished Effects: All versions of the spell last for only a year and a day (although you can renew the casting during this time period in order to extend it). At this level, the spell is not perfect. Energies seep out, and as a result, rumors of the bound subject magically appear within three miles per caster level of the confinement.

Heightened Effects: All standard versions of the spell are permanent. Further, you may select a new version of the spell: planar prison. The target is trapped on another plane for one year per caster level. While the creature is so bound,

the spell protects it from any ongoing effects of the plane that would normally prove hazardous. For example, a creature bound on the elemental plane of fire would not take damage from that plane's extreme heat.

If the victim has access to planar travel, it may be able to escape on its own.

Magic Item Creation Modifiers: Constant N/A, single-use ×3, spell-completion ×2

RITUAL OF DESPAIR

Necromancy [Dragon, Negative Energy, Plant]

Level: 5 (Exotic)

Casting Time: Standard action (see text)

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

The area affected by the spell begins to glow an unhealthy brown color and reeks of rotting vegetation. The spell causes a single plant creature or vegetation in a 5-foot square to wither. Plants that are not creatures immediately wither and die (no save), and nothing can grow in the area for a year and a day. Alternatively, you may make a melee touch attack against a plant creature. If you succeed, the creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude save for half damage.

You may have up to six assistants help you cast this spell. They do not need to know *ritual of despair* in order to assist you. Instead, while you are casting it, they each must cast one spell per round from the necromancy school or one that has the negative energy or plant descriptor. You receive an enhancement bonus to your effective caster level equal to one-third the caster level of each assistant who helps you cast this spell.

As well, the spell affects vegetation in a burst around you with a radius equal to 10 feet per caster level. Plant creatures in the area take no damage but are subject to the effects of a *slow* spell. Casting the spell in this manner takes one minute.

It is unheard of for a faen to cast *ritual of despair*.

Diminished Effects: You may not use assistants in the casting, and new plants can grow right away in an area of vegetation killed by this spell. Plant creatures you touch take no damage, but they are subject to the effects of a *slow* spell with no saving throw.

Heightened Effects: If only you cast this version of the spell, plant creatures you successfully touch do not receive a saving throw to reduce the damage from the spell. If cast as part of a larger ritual, the spell affects vegetation in a burst around you with a radius equal to 25 feet per caster level.

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



RITUAL OF LIFE

Transmutation [Giant, Plant, Positive Energy]

Level: 3 (Exotic)

Casting Time: Standard action (see text)

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell has two different effects depending on the version you decide to cast.

Na-Vesto: This effect targets plants within a range of one-tenth of a mile per caster level, raising their potential productivity over the course of the next year to one-third above normal.

Rin-Taras: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so forth) within Long range (400 feet + 40 feet per level) to become thick and overgrown. The plants entwine to form a thicket

or jungle that creatures must hack or force their way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must contain brush and trees for this version of the spell to take effect. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle. In addition, you may designate certain places within the area that remain unaffected.

You may have up to six assistants help you cast the spell (either version of it). They do not need to know *ritual of life* in order to assist you. Instead, while you are casting it, they each must cast one spell per round from the transmutation school or one with the plant descriptor. You receive an enhancement bonus to your effective caster level equal to one-third the caster level of each assistant who helps you. Casting the *ritual of life* spell in this manner takes one minute.

This spell counters *winter's kiss* (page 224). It has no effect on plant creatures.

Diminished Effects: You may not use assistants to cast this spell, and its area is reduced. *Na-Vesto* affects plants within one-quarter mile. *Rin-Taras* affects a 50-foot radius circle, a 75-foot-radius semicircle, or a 100-foot-radius quarter circle.

Heightened Effects: Plant creatures in the spell's area gain fast healing 2 for 10 minutes per caster level. If the plant creature already has fast healing, its rate of healing increases by 2.

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

RITUAL OF DESPAIR

While stories exist of this ritual being performed in ages past, there are no such recent tales. This is because of the Desecration of the Harrowdeep. In the time of Nexin, Duke Fanor corrupted a band of greenbonds, and these former protectors of nature became its greatest foes. Under the guise of nurturing the war-ravaged woods, these deluded individuals went to Harrowdeep and performed the Ritual of Despair. The devastation was incredible. It is said that the grief of the faen was so great that their collective tears filled a pond, now known as the Heartwaters. After the casting, the faen of Harrowdeep banded together and tracked down every caster they could find that knew the ritual, destroying their knowledge of the spell.



RITUAL OF THE MISTS

Abjuration [Air, Dragon]

Level: 6 (Exotic)

Casting Time: 30 minutes

Range: Anywhere within the area to be warded

Area: Up to 200 square feet/level (S)

Duration: Two hours/level (D)

Saving Throw: See text

Spell Resistance: See text

This powerful spell is used primarily to defend a sanctum or stronghold. You can cast it in just about any environment, but it is best suited to the interior of a building. The ward protects 200 square feet per caster level. The warded area can be as high as 20 feet, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast *ritual of the mists*, however. Casting the spell is an involved rite wherein you visualize both the area to be warded, as well as the wards being placed. To an observer, the area appears blurred as ghostlike images dress the location with the various protective wards.

The spell creates the following magical effects within the warded area.

Fog and Mists: Fog fills all corridors, obscuring all sight (including darkvision) beyond 5 feet. A creature within 5 feet has one-half concealment (attacks have a 20 percent miss chance). Creatures farther away have total concealment (50 percent miss chance, and the attacker cannot use sight to locate the target). Saving Throw: None. Spell Resistance: No.

Sealed Doors: All doors in the warded area are affected by the *sealed door* spell. Saving Throw: None. Spell Resistance: No.

Webs: Webs fill all stairways from top to bottom. These strands are identical with those created by the *eldritch web* spell, except that they regrow in 10 minutes if they are burned or torn away while this spell lasts. Saving Throw: Reflex negates; see text for *eldritch web* in *Arcana Evolved*. Spell Resistance: No.

Misdirection: Where there are choices in direction—such as a corridor intersection or side passage—a minor disorientation effect functions so as to make it 50 percent probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect. Saving Throw: None. Spell Resistance: Yes.

Lost Doors: One door per caster level is covered by an *illusory object* to look like a plain wall. Saving Throw: Will disbelief (if interacted with). Spell Resistance: No.

In addition, you can place your choice of one of the following five magical effects.

1. **Faen glow** in four corridors. You can designate a simple plan that duplicates the *faen glow* spell (see page 85), set to repeat as long as this spell lasts. Saving Throw: None. Spell Resistance: No.

2. The heightened effect of *ghost sound* in two places. Saving Throw: None. Spell Resistance: No.
3. **Choking mists** in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while this spell lasts. Saving Throw: Fortitude negates; see text for *choking mists* (see page 54). Spell Resistance: No.
4. **A gusting wind** in one corridor, room, or other location. Saving Throw: Fortitude negates. Spell Resistance: Yes.
5. **A suggestion** in one place. You select an area of up to 5 feet square; any creature that enters or passes through the area receives the *suggestion* mentally. Saving Throw: Will negates. Spell Resistance: Yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect.

Most of the above effects utilize the base version of the listed spell. You can select a spell's diminished effect, if you like.

Diminished Effects: The spell lasts only one hour per level, and all of the spell effects are the diminished versions.

Heightened Effects: The spell lasts one day per level, and you may select two of the additional effects instead of one. You may select the heightened versions of any of the effects created by this spell. Additionally, you may select one additional non-heightened 0-level or 1st-level spell per five caster levels, effective in a 15-foot radius area. The spells must affect an area and not be targeted, and cannot deal damage. For example, a 16th-level caster could choose to place a *ghost sound* in one area, an *illusory object* in another area, and an *illusory creature* in a third.

Magic Item Creation Modifiers: Constant ×2, single-use ×3

ROBE OF REFLECTION

Conjuration (Summoning)

Level: 4 (Exotic)

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 energy type, and the reflected target suffers the other half.

Heightened Effects: Damage reflected can be up to 6 points per caster level.

Magic Item Creation Modifier: Constant $\times 5$

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 $\times 4$

RUSTING GRASP

Transmutation [Air, Earth, Water]

Level: 4 (Complex)

Casting Time: Standard action

Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 feet of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Spell Resistance: No

As this spell is cast, a heavy metallic tang fills the air. Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius, a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal remain immune to this spell.

You may employ this spell in combat with a successful melee touch attack. If used in this way, the spell instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch

attack against the weapon. A metal weapon that is hit is destroyed. Striking at an opponent's weapon provokes an attack of opportunity. Merely being struck by the weapon is not sufficient for you to affect it with *rusting grasp*.

Against a ferrous creature, the spell instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level in this case, and you can make one melee touch attack per round.

Diminished Effects: You may make only a single attack.

Heightened Effects: The spell destroys 1d8 points of Armor Class gained from metal armor. Ferrous creatures suffer 6d6 points of damage +1 per caster level.

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 $\times 4$

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 per level.

SCOUT'S EYES

Divination [Litorian]

Level: 7 (Complex)

Casting Time: One minute

Range: One mile

Effect: Ten or more levitating eyes

Duration: One hour/level (see text) (D)

Saving Throw: None

Spell Resistance: No

As you cast this spell, your eyes appear to go completely black. A number of semisolid, visible magical orbs appear before you (1d4 + your caster level in all). These "eyes" move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they are small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, and has 1 hit point, AC 18 (+8 bonus for its size), a flight speed of 30 feet with perfect maneuverability, and a +16 Sneak modifier. It has a Spot modifier equal to your caster level (maximum +15) and remains subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay one hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than one mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to one hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Diminished Effects: The spell lasts only one hour plus 10 minutes per caster level. The maximum Spot modifier is +10.

Heightened Effects: The eyes can see all things as they actually are, including invisible creatures. Illusions cannot fool them. They can navigate darkened areas at full normal speed. As well, the maximum Spot modifier becomes +25.

Magic Item Creation Modifier: Single-use ×2

SCOUT'S EYES

This spell used to be common among litorians, who used it as part of their nomadic lifestyles to scout for enemies in unfamiliar territory. However, in recent centuries, fewer and fewer litorian spellcasters have handed it down to new generations, for reasons known only to them. Now scout's eyes figures mostly in folk tales.

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, *scry blast* 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 per 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 two caster levels (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 per 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're 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 a 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 per level.

Heightened Effects: The communication is mental, so you and the scried subject do not need to share a common language to communicate. This version of the spell has the psionic descriptor.

SEAL ARCANA

Abjuration [Giant, Soul]

Level: 6 (Exotic)

Casting Time: 6 rounds

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

Area: 60-foot cube/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes

You must perform a special ritual to cast this spell. During the ritual, you focus on an oath or deeply held belief or conviction of yours. This allows you to summon energy from all the planes and channel it into the area the spell will affect. During the ritual, motes of light appear from nothingness and rush to you, filling your form until you give off light equal to a bonfire. When you complete the spell, the light bursts from you into the area of your choosing.

This spell seals an area against all planar travel into or within it. This includes all teleportation spells, planar travel spells, astral travel, ethereal travel, and all summoning spells. It also prevents effects that mirror these spells. Such spells and effects simply fail automatically.

Up to six assistants may help you cast this spell. They do not need to know *seal arcana* in order to assist you. Instead, while you are casting it, they each must cast one abjuration spell every round. You receive an enhancement bonus to your effective caster level equal to one-third the caster level of each assistant who helps you.

Even as it seals an area to planar travel, this spell damages creatures attempting to enter the area that oppose your oath or deeply held beliefs. A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Agrees with or supports your oath or belief: Such creatures have only the most minor differences in ideology from yours. They may enter the area freely (although not by planar travel) with no harm.

Ambivalent to your oath or belief, or only partly agrees with your oath or belief: Such creatures either do not care about your oath or belief (mercenaries, for example), do not have the ability to care (animals), or may not be in complete agreement with you (a creature that shares your belief but disputes your fanaticism or methods). Such creatures take 6d6 points of damage if they enter the area. A successful Will save halves the damage, and spell resistance applies.

Disagrees with or opposes your oath or belief: Typically, this is a set of sworn foes or enemies. Such creatures take 12d6



points of damage if they enter the area. A successful Will save halves the damage, and spell resistance applies.

At your option, a creature can bypass the *seal arcana* if it knows and speaks a password of your determination. You must select this option (and the password) at the time of casting.

Dispel magic does not dispel this effect unless its caster's level is at least as high as yours.

Multiple versions of this spell cannot overlap each other. In such a case, the more recent effect stops at the boundary of the older effect.

Diminished Effects: Creatures can attempt Will saves in order to use magic to travel into or out of the area. This spell does not damage a creature unless you know its truename.

Heightened Effects: The spell's damage increases to 6d8 points against ambivalent creatures or those that partially agree with you, and 12d8 points against creatures strongly opposed to you. As well, for each assistant that aids you in this ritual, the damage increases by 1d4 points against both categories of creature. If you know the truename of a creature entering the area, it must make a successful Fortitude save or take two points of ability drain from all its ability scores.

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

SEARING BLAST

Evocation [Light]

Level: 3 (Exotic)

Casting Time: Standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

Focusing the power of the sun itself, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

A living creature struck by the light must make a successful Fortitude save or be blinded until its next turn.

Diminished Effects: The range of the spell is limited to Close (25 feet + 5 feet per two caster levels). The spell cannot blind living creatures.

Heightened Effects: You create one ray per five caster levels, but you must release one ray per round. If you lose concentration or cast a different spell, remaining rays are lost.

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

SECRET OF FLAME

Transmutation [Fire]

Level: 2 (Simple)

Casting Time: Standard action

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

Target: One fire source, up to a 20-foot cube

Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud (see text)

Saving Throw: Will negates or Fortitude negates (see text)

Spell Resistance: Yes or No (see text)

You whisper words of magic that travel to a target fire. It either bursts in a shower of blinding fireworks or it billows



out in a thick cloud of choking smoke, depending on the version of the spell you choose. The target fire source immediately goes out (though a fire so large that it exceeds a 20-foot cube is only partly extinguished). Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source (including yourself) to become blinded for 1d4+1 rounds (Will save negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, proves ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude save negates). These effects last for 1d4+1 rounds after the cloud dissipates or after a creature leaves the area of the cloud. Spell resistance does not apply.

Diminished Effects: The spell's range becomes Medium (100 feet + 10 feet per level). Creatures blinded by fireworks are blinded for only 1 round. The smoke cloud spreads only in a 15-foot radius and lasts a maximum of 5 rounds. Fire creatures take no damage from this spell.

Heightened Effects: The blindness from fireworks lasts 2d4+1 rounds. The smoke cloud spreads out in a 300-foot radius. Fire creatures take 2 points of damage per caster level but are allowed a Fortitude save for half damage.

SECRET OF STONE

Transmutation [Giant]

Level: 6 (Exotic)

Casting Time: Standard action

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

Target: One creature or a cylinder of stone from 1 to 3 feet in diameter and up to 10 feet long.

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

In order to cast this spell, you must enter into a minor trance during which you whisper and listen to the secret language of stone. You must choose whether to attempt to transform flesh to stone or stone to flesh.

Flesh to stone: A thin ray, as white as polished marble, shoots from your outstretched hand toward your target. The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) retains similar damage or deformities. The creature is not actually dead, but it will not appear to be alive even through the use of magic. Only creatures made of flesh are affected by this spell.

Stone to flesh: A light brown ray streaks from your outstretched hand toward your target. If your target is a petrified creature, it returns to its normal state, restoring life and goods. The creature must make a Fortitude save (DC 15) to survive the process. Any petrified creature, regardless of size, can be restored.

If the target is a mass of stone, it is converted to a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long, or a cylinder of up to those dimensions in a larger mass of stone.

Diminished Effects: The spell has a maximum range of Close (25 feet + 5 feet per two levels). You must know the target's truename in order to affect a creature, and the spell takes on the truename descriptor. If you are returning a petrified creature to life, the Fortitude save to survive the transformation has a DC of 18.

If cast on inert material, this spell only converts a cylinder of 1 to 3 feet in diameter and up to 5 feet long.

Heightened Effects: You can convert a target to worked stone, processed stone, or ore (glass, crystal, iron, and so forth). Further, you can convert worked or processed stone or ore to flesh. However, the amount of substance is reduced to a cylinder of 1 to 3 feet in diameter and up to 5 feet long. This spell cannot create stone or ore of great intrinsic value or with special properties, such as copper, silver, gems, gold, platinum, cold iron, or adamantite.

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

SENDING

Evocation [Language-Dependent, Psionic]

Level: 5 (Simple)

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: None

Spell Resistance: No

Casting this spell requires you to undergo a ritual for 10 minutes, during which time you try to free your spirit in order to seek out a specific creature with which you are familiar. You may then contact that creature and send it a short message of 25 words or less. The subject recognizes you if it knows you. It can answer in a like manner immediately. A creature with an Intelligence score as low as 1 can understand the *sending*, though its ability to react is limited as normal by its Intelligence. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.



If the creature in question is not on the same plane of existence as you are, there is a 5 percent chance that the *sending* does not arrive (local conditions on other planes may worsen this chance considerably). As well, there is a 5 percent chance that a malevolent extraplanar force will overhear the conversation.

You must possess something to focus on that reminds you of your target. This can be a doll shaped like the creature, a mug of the target's favorite ale, and so on.

Diminished Effects: You must know the truename of your target, and the spell takes on the truename descriptor. The chance of failure for an extraplanar communication increases to 10 percent, as does the chance of a malevolent entity overhearing your conversation.

Heightened Effects: The spell's duration increases to 1 round for every four caster levels (to a maximum of 5 rounds). Each round, you and the target can each communicate a message of up to 25 words.

Magic Item Creation Modifier: Single-use $\times 1.5$

SENSE SPELL (MINOR)

Divination

Level: 0 (Complex)

Casting Time: Standard action

Range: 10 feet

Area: Cone

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You specify a particular noninstantaneous spell during casting: one that is on your list of known spells and that you are of a level high enough to cast. If the specified spell is in effect within the area, you become aware of it. You gain no other information—you don't know the caster, caster level, remaining duration, or even the number of such spells in the area.

Creatures with spells such as *disguise self* cast upon them willingly gain a saving throw. Spells like *unknown* foil *minor sense spell* and thus cannot serve as the specified spell.

Heightened Effect: You need not be able to cast the specified spell.

Magic Item Creation Modifier: Constant $\times 5$

SENSE SPELL (LESSER)

Divination

Level: 2 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Target: All active spells in range

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

By concentrating for a full round, you learn if a spell you name at the time you begin casting is currently in effect

within range. If it is, you know the distance and direction of that spell. For example, you could name *seeming of form* to see if any creatures under the effects of that spell are within range. You may name one spell per round.

Diminished Effects: You must touch an object or creature and name a spell that might be affecting the subject. For example, you could name *charm* to see if a person is under the effects of that spell, or you could see whether a door has been magically shut by *lesser sealed door*. Unwilling targets may attempt Will saves against this effect; spell resistance applies.

Heightened Effects: You can try to learn whether anyone within range has the named spell prepared. Such casters may attempt a Will save against this effect; spell resistance applies.

Magic Item Creation Modifier: Constant $\times 3$

SENSE SPELL (GREATER)

Divination

Level: 6 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Target: All active spells in range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By concentrating for a full round, you learn the names of all spells currently in effect within range and the distance to and direction of each.

Diminished Effects: You must touch an object or creature to learn what spells are in effect on the subject. Unwilling targets may attempt a Will save against this effect; spell resistance applies.

Heightened Effects: The range becomes Long (400 feet + 40 feet per level).

Magic Item Creation Modifier: Constant $\times 2$

SHADOW CALLING

Conjuration (Creation) [Negative Energy]

Level: 5 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: One shadow/two levels

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You draw upon the power of the Dark to grant the semblance of life to nearby shadows, changing them into animate shadows, as described in the MM. These creatures are under your control, although they cannot create spawn. This spell does not work if you stand within direct sunlight or equally bright light while casting. If you cast *shadow calling* within total darkness, the shadows gain +10 bonus hit points. If you cast it within magical darkness, the shadows gain +20 bonus hit points.

Diminished Effects: The spell creates only one shadow.

Heightened Effects: The spell creates only one shadow; however, the duration lasts 10 minutes per level.

SHADOW WALK

Transmutation [Darkness, Teleportation]

Level: 6 (Complex)

Casting Time: Standard action

Range: Touch

Targets: Up to one touched creature/level

Duration: One hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

To use this spell, you must start out in an area of shadowy illumination. You and creatures you touch are cloaked in black wisps of smoke, then transported along a coiling path of magical shadow. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

Along the quasi-real shadowy pathway that the spell creates, you move at a rate of 50 miles per hour relative to the Material plane. Thus, you can use *shadow walk* to travel rapidly by stepping into the spell's magical darkness, moving the desired distance, and then stepping back onto the Material plane.

Though the areas you travel through need not be in shadow (except for your starting point), you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, it shunts you 1d10×100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, it shunts you 1d10×1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Any creatures you touch when you cast the spell also enter the path of shadow. They may opt to follow you or stumble back into the Material plane (50 percent chance for either if you lose or abandon them). Creatures unwilling to accompany you receive a Will saving throw, which negates the effect if successful.

Diminished Effects: You may affect only yourself with this spell.

SHADOW WALK

There is a spell used by the followers of Duke Fanor that never failed to cause fear. Called shadow walk, it would allow the duke's disciples to strike from almost anywhere and then disappear. Reportedly, this spell was later used to pilfer treasures and assassinate enemy warriors in their sleep.



Heightened Effects: You and the target creatures can exit and re-enter the shadow as long as the spell's duration continues.

SHAPE WOOD

Transmutation [Plant]

Level: 2 (Complex)

Casting Time: Standard action

Range: Touch

Target: One touched piece of wood no larger than 10 cubic feet + 1 cubic foot/level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

A piece of wood of your choosing is bathed in a warm glow. The wood then reforms itself into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail is out of the spell's scope. There is a 30 percent chance that any shape that includes moving parts simply doesn't work. This spell adds a +15 competence bonus on Craft checks involving wooden objects.

Diminished Effects: The piece of wood cannot be bigger than 1 cubic foot per two caster levels. The competence bonus is only +10.

Heightened Effects: Fine detail is possible, although it will look unusual to an observer, as it has not been traditionally



worked. There is only a 10 percent chance that a shape including moving parts will not work. The competence bonus increases to +20.

SHATTER

Evocation [Sonic]

Level: 2 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area or Target: 5-foot-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half (see text)

Spell Resistance: Yes (object)

When you cast this spell, you sing a piercing note, shout an arcane word, clap your hands, or produce a similarly sharp noise. This spell amplifies the sound to create a loud, ringing blast that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of normal crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces. Objects weighing more than 1 lb. per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target this spell to sunder a single solid object, regardless of composition, weighing up to 10 lbs. per caster level. Targeted against a crystalline creature (of any weight) or a crystalline or crystal-woven item, *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Diminished Effects: You may use this spell only as an area attack. It proves too unwieldy in its diminished form to be focused against a single target.

Heightened Effects: If you cast *shatter* as an area attack, creatures in the area must make a Fortitude save or be deafened for 1d3 days. You can target noncrystalline creatures, but such creatures take only 1d4 points of damage per two caster levels (maximum of 10d4) with a Fortitude save allowed for half damage. If such a creature fails its Fortitude save, it must save again or be deafened for 1d3 days.

SHELTER FROM THE STORM

Abjuration [Force]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/level)

Effect: 3-foot convex shield

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You create an umbrellalike shield of force over the head of a single creature that protects it from natural rain, snow, or hail. It provides no protection against spell effects, or an unnatural rain (such as an acid rain). Any solid blow destroys the shield (it has 1 hit point).

The shield moves with the creature you assign it to, but it remains parallel with the ground at all times. You may change the assigned creature as a standard action.

Diminished Effects: The duration becomes 1 round per level.

Heightened Effects: The duration is the length of the condition being protected against (rainstorm, etc.) or 24 hours, whichever comes first.

SHIELD OF FLAME AND FROST

Evocation [Cold or Fire]

Level: 4 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell creates a shield of red or blue flames (your choice) that interposes itself between you and all attackers. The flames protect you from either cold-based (red flames) or fire-based (blue flames) attacks. As well, any creature that attacks you in melee will take damage.

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (for blue flames) or fire damage (for red flames). If the attacker has spell resistance, it applies to this effect. If the attacker scores a critical hit on you, the damage he or she takes from this spell doubles.

The light from the shield gives off half the illumination of a normal torch (10 feet).

If the flames are red, they feel warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

If the flames are blue, they feel cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Diminished Effects: The spell provides no protection against cold-based or fire-based attacks.

Heightened Effects: The spell also provides you a +2 shield bonus to Armor Class. The damage to an attacker increases to 2d6+3 points per two caster levels (maximum +30).

Magic Item Creation Modifiers: Constant ×2, single-use ×2.5

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 it comes into an area of magical darkness, its light 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 (see page 129) 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 they 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:** One hour/level or 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 in

Arcana Evolved.) 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 for every 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 attack.

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 per two levels (maximum 5d4).

Heightened Effects: The explosion has the area of a 40-foot-radius sphere.

SILENT SOUND

Evocation [Sonic]

Level: 2 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet +5 feet/two 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 per level (maximum 5d4).

Heightened Effects: The spell inflicts 1d8 points of damage per level (maximum 5d8).



SLASSAN WARREN

Deep in the earth where no sane mortal dares tread, it is said that the slassans guard powerful arcane spells. Of these, none is more horrifying than the secret of the slassan warren. This spell brings its victims into a labyrinth of horrors from which escape seems impossible. Slassans have learned over the long years to detect such magic and somehow are able to ride the energies of the spell to enter the maze and track down terrified prey. There are some who say the dramojh crafted this spell as punishment for their humanoid subjects—and for their own entertainment.

SLASSAN WARREN

Conjuration (Creation) [Force]
Level: 8 (Exotic)
Casting Time: Standard action
Range: Close (25 feet + 5 feet/two levels)
Target: One creature
Duration: See text
Saving Throw: None
Spell Resistance: No

The casting of this spell is typically accompanied by an ear-piercing scream, like that of someone facing true terror. You conjure an extradimensional labyrinth of force planes around a target of your choosing. The target vanishes into the labyrinth, which takes on the appearance of a horrible network of underground caves and tunnels, dimly lit. The feeling of being followed is impossible to ignore. If the target attempts to escape, the time it takes to find the way out depends on its Intelligence score:

Intelligence Score of Trapped Creature	Time Trapped in Warren
Under 3	2d4 minutes
3	1d6 minutes
4–5	1d4 minutes
6–8	5d4 rounds
9–12	4d4 rounds
13–15	3d4 rounds
16–17	2d4 rounds
18+	1d4 rounds

If the target doesn't attempt to escape, the labyrinth disappears after 10 minutes, forcing the subject to leave. On leaving the labyrinth, the target reappears in the spot it had occupied when the spell was cast. If this spot now contains a solid object, the target appears in the nearest open space.

Spells and abilities that move a creature within a plane (including teleportation magic) do not help a creature escape the *slassan warren*, although a trapped creature can use magic to escape to another plane.

Slassans typically are immune to this spell. However, if it is cast within 30 feet of one of the creatures, it will sense it

instinctively and can voluntarily decide to enter the labyrinth with your target.

Diminished Effects: You must know the target's truename to cast this spell. The spell takes on the truename descriptor.

Heightened Effects: You may cast this spell on 1d6 targets, all of which must be within 15 feet of each other. As well, you may select any illusion spell you know of 2nd level or lower to be present in the labyrinth, such as a heightened *lesser illusory creature*.

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

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 other 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 to the nearest illusion within range again and does the same thing, continuing the attacks until the spell ends.

If there are no illusions within range, your 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 lasts 10 minutes per level.

Magic Item Creation Modifier: Single-use ×2

SLEEP OF AGES

Abjuration [Giant, Truename]

Level: 7 (Simple)**Casting Time:** 10 minutes**Range:** Touch**Target:** One willing creature or object (up to a 2-foot cube/level) touched**Duration:** One day/level (D)**Saving Throw:** None or Will negates (object)**Spell Resistance:** No or Yes (object)

This unusual spell lets you place a willing creature whose truename you know into a comatose state. The creature then becomes invisible to all means of detection. Alternatively, you can cast the spell on an object, similarly hiding it. When cast, this spell not only prevents divination spells from working to detect or locate the creature or object, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by the spell effectively exist in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents an attended or magical object from being affected by the spell. There is no save to see a creature or object under the effect of this spell, or to detect it with divination magic.

Diminished Effects: The spell lasts only one hour per caster level. A creature using divination or detection magic may attempt a caster power check opposed by your caster level + 10. If successful, the creature or object can be detected.

Heightened Effects: This version of the spell protects the object or creature for an entire week per caster level. Additionally, it magically transports the object or creature 5d10 feet in a random direction each day. If the resting location would place the creature or object in danger (such as over a river or into a pit of acid), it is not transported that day.

Magic Item Creation Modifiers: Single-use ×2

SLEEP OF AGES

This rhyme comes from a Hu-Charad legend that has been taught to children since before the giants made their way across the Great Eastern Sea.

In a special case made of glass and gold,
deep within the forests old,
there lies a maid young and cold.
Her hair is as dark as the night
with skin that glows with an inner light,
her mouth slightly parted as if to speak, she might.
Yet none can say who is this maid,
who in a case of glass and gold is laid,
safe from time and there she has stayed.

SLIPS

Conjuration (Creation) [Faen]

Level: 1 (Exotic)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target or Area:** One object or a 10-foot square**Duration:** 1 round/level (D)**Saving Throw:** See text**Spell Resistance:** No

This annoying spell (most likely developed by the faen) brings incredibly slippery oil into existence. It covers either a solid surface (making it difficult to stand on) or an object (making it difficult to hold). In addition to the oil, the spell can conjure up some apparent mundane source for the slipperiness at your option—a fruit peel, a number of marbles, and so on.

Any creature in an area where the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the affected area at half normal speed after a Balance check (DC 10). Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill in Chapter Four of *Arcana Evolved* for details).

If the spell is used to coat an item, objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A creature must make a saving throw in each round that it attempts to pick up or use an affected item. A creature wearing armor or clothing subject to this spell gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple, or to escape a pin.

Diminished Effects: You may target a single object or a single 5-foot square. You must select to conjure an apparent mundane source for the spell's effects. The effects last for 1 round.

Heightened Effects: You may affect up to one object per three caster levels or one 10-foot square per three caster levels (maximum five objects or squares). Each square must share at least 5 feet of common border with another square.

Magic Item Creation Modifiers: Constant ×3, single-use × 2

SNARE

Transmutation [Sibeccai]

Level: 3 (Complex)**Casting Time:** 3 rounds**Range:** Touch**Target:** Touched nonmagical circle of vine, rope, or similar with a 2-foot diameter + 2 feet/level**Duration:** Permanent until triggered or broken

Saving Throw: None

Spell Resistance: No

Casting this spell requires you to undergo a brief ritual in which you whisper words of power to a length of organic cord (a vine or rope, for example, but not a metal chain). This spell enables you to make a *snare* that functions as a magic trap. When you cast *snare*, the cord blends with its surroundings (Search check, DC 23, to locate it). One end of the *snare's* length is tied in a loop that contracts around one or more limbs of any creature that steps inside the circle.

You can fasten the *snare* to any strong and supple nearby tree. The spell causes the tree to bend and then straighten again when the *snare* is discharged, dealing 1d6 points of damage to the trapped creature. As well, if the creature weighs less than 30 lbs. per caster level, it is lifted off the ground by its trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but entangling it.

The snare is magical. To escape, a trapped creature must make an Escape Artist check (DC 23) or a Strength check (DC 23) as a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Alternatively, the spell gives you an enhancement bonus (+1 per caster level) on any Survival check made to provide food for others.

Diminished Effects: The spell is only strong enough to entangle a creature. The Difficulty Class for Escape Artist or Strength checks is reduced to 20.

Heightened Effects: The snare blends into its surroundings better, with a Search DC of 23 + your spellcasting key ability score modifier. As well, the cord becomes stronger, with hardness 5, 10 hit points, and an Escape Artist or Strength check DC equal to 23 + your spellcasting key ability score modifier.

Magic Item Creation Modifier: Single-use $\times 1.5$

SNOW BREATH

Evocation [Cold]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As you cast this spell, your body becomes covered in a light layer of hoarfrost. You breathe out a cone of blue-white frosty shards, creating an area of extreme cold. The cone drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6). Unattended objects that can freeze are covered with a thin layer of frost.

Diminished Effects: The cone measures only 15 feet long + 5 feet per two caster levels.

Heightened Effects: You may choose to reroll any damage dice that resulted in a 1. As well, the frost generated by the spell makes items slippery and the ground treacherous. You may choose to either have everything in the area affected by the effects of a *slips* spell (page 191) for 1 round, or have one creature in the area affected by *hoarfrost* (page 116).

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

SONG OF SLEEP

Enchantment (Compulsion)

[Faen, Mind-Affecting, Psionic, Sonic]

Level: 0 (Complex)

Casting Time: Standard action

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

Area: Living creatures within a 10-foot-radius burst

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

In order to cast this spell, you must create a pleasing, relaxing melody. Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will saves against sleep effects while this spell remains in effect. If the creature is not of the same type as you (humanoid, giant, and so on), it receives a $+2$ bonus on its saving throw. The spell lasts for as long as you concentrate, plus up to 1 round per caster level thereafter.

Heightened Effects: The spell's area increases to a 20-foot-radius burst. Further, the subjects also suffer a -5 penalty on Knowledge and Sense Motive checks.

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 per level (maximum 10d4).

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

Magic Item Creation Modifier: Single-use ×2

SOUL EXCHANGE

Necromancy Positive Energy or [Mind-Affecting, Psionic]

Level: 5 (Exotic)

Casting Time: Standard action (see text)

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

Target: One creature

Duration: One hour/level or until you return to your body

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Although *soul exchange* takes just a standard action to cast, the spell requires extensive preparation. You must have a specially prepared focus, something as simple as a gemstone or as elaborate as ornate jewelry. The focus must be of excellent quality, worth not less than 100 gp. Once the focus is created, you must attune it to yourself in a special ritual that lasts 12 hours. When you cast the spell, you must keep the focus within range.

Upon casting this spell, your soul enters the focus, leaving your body lifeless. You can detect life forms within 10 feet per caster level of the focus. On your turn, you may attempt to leave the focus and take control of a nearby body you detect. The target is allowed a Will save. If it fails, you force its soul into the focus.

Moving your soul back to the focus returns the trapped soul to its body. As long as the spell remains in effect, you may continue to possess (and unpossess) any number of creatures. You may voluntarily end the spell early by sending your soul back into your own body. Attempting to possess a body or returning to the focus is a full-round action. You may attempt to possess a particular creature only once for each casting of this spell.

Note that when detecting life forms, you cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 Hit Dice or more and can determine whether a life force is positive energy (living) or negative energy (undead). You may possess only living creatures.

Upon possessing a creature, you keep your own Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, and natural abilities (such as water breathing or a fly speed). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

Should the possessed body die, you return to the focus (if within range) and the life force of the host departs—that is, it is dead. If the host body is slain beyond the range of the spell, you and the host both die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the focus or possessing a body, you either return to your body or you die, if your body is out of range or destroyed.

Destroying the focus ends the spell.

Diminished Effects: The spell lasts only 10 minutes per level. Further, any body you attempt to possess must be within 5 feet per caster level.

Heightened Effects: The spell allows you to detect lingering memories of the body you are possessing. You gain access to surface memories covering a previous time span of 10 minutes per caster level.

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

SOUL FIRE

Evocation [Dragon, Soul]

Level: 4 (Exotic)

Casting Time: Standard action

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

Area: 20-foot radius burst

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

When you cast this spell, you channel your very belief system into a violent burst of purple flame. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures whose oath or belief system is strongly opposed to yours. Such creatures are also staggered for 1d6 rounds. A staggered character can take only a move action or a standard action, but not both. A successful Will save reduces the damage by half and negates the staggered effect.

Typically, nonliving or nonthinking creatures are immune to this spell unless they were summoned by creatures whose oath or belief system opposes yours. Creatures who do not share your belief system nor oppose it take only half damage if they fail their save, and one-quarter damage if they save successfully. In any event, they are not staggered. Creatures they summon remain completely unaffected by the spell.

Diminished Effects: You may only target a single creature with this spell.

Heightened Effects: The damage increases to 1d8 points per level. If you know the truename of any creature whose oath or belief system opposes your own, that creature receives a –2 penalty on its saving throw. On a failed save, such creatures are knocked prone by the force of the blast.

Magic Item Creation Modifiers: Constant ×1.5, single-use ×1.5



SOUL WALK

Necromancy

[Dragon, Negative Energy or Positive Energy (see text), Soul]

Level: 9 (Complex)

Casting Time: 30 minutes

Range: Touch

Targets: You plus one additional willing creature touched per two caster levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Casting this spell requires you to possess a crafted anchor of the finest of gemstones (at least a 1,000 gp value, plus the cost of crafting). The shape of the anchor must somehow represent your ethos or oaths you have made. For example, if you are sworn to defend a forest from destruction, you might choose to have an emerald oak tree carved for you. Additionally, the anchor requires a base made from purest silver, with one arm or bar protruding for each creature to be subject to this spell. The base costs 100 gp plus the cost of crafting.

When you cast this spell, you and your companions will find yourselves becoming sleepy. With the last word of the spell, you all collapse as if into a coma. Instantly, your souls free themselves from your bodies and can travel in the Astral plane.

Your physical bodies stay behind on the Material plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral plane. Since the Astral plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral plane, your astral body is connected at all times to your physical body by a silvery cord. The silvery cord is of infinite length and flexibility and emanates from a post of the base. If the cord breaks, the creature attached to it dies, astrally and physically. Luckily, very few things can destroy a silver cord. However, if an opponent knows the truename of an astral traveler, it can attack the silvery cord. In such a case, the cord is considered an invisible Fine object with AC 23, hardness 20, and 25 hit points.

When a second body forms on a different plane, the incorporeal silvery cord attaches invisibly to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material plane, thereby reviving it from its state of suspended animation. Although astral projections can function on the Astral plane, their actions affect only creatures existing on the Astral plane; a physical body must be materialized on other planes.

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

your fellow travelers remain wholly dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them. Upon your return to your original bodies, the anchor and base shatter into dust.

Diminished Effects: Only you can travel astrally.

Heightened Effects: You can bring along one additional willing creature per caster level. Further, you may give your companions a command word that allows them to return to their material bodies if you are slain or lost (or if they just want to go home).

Magic Item Creation Modifiers: Single-use $\times 3$, spell-completion $\times 2$

SOUL WEAPON

Evocation [Force, Soul]

Level: 2 (Complex)

Casting Time: Standard action

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

Effect: Magic weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You focus your concentration on your oath, belief, or convictions in order to summon a melee weapon made of pure force. This weapon attacks opponents at a distance, as you direct it, dealing 1d8 points of force damage +1 point per three caster levels on a successful hit. The *soul weapon* takes the shape of a weapon with some spiritual significance or symbolism to you. Its threat range and critical multipliers depend on your caster level.

Caster Level	Threat Range	Critical Multiplier
1–5	20	$\times 2$
6–10	20	$\times 3$
11–15	19–20	$\times 3$
16–20	18–20	$\times 3$
21–25	18–20	$\times 4$

The *soul weapon* strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your spellcasting key ability modifier as its attack bonus. It strikes as a spell, not as a weapon, so that it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, it returns to you and hovers.

SOUL WEAPON

One of the problems in transferring many spells from the core rules to Arcana Evolved lies in dealing with religion. Religion is prevalent in Arcana Evolved, but to a much lesser extent than in many fantasy campaigns. There is much more emphasis on personal beliefs, rituals, and sacred oaths. In order to reflect this, the spell spiritual weapon provided excellent inspiration for soul weapon but seemed largely unsatisfactory as written. To get the intent of the spell and keep the spell fresh for all levels of caster, it was modified to provide a better weapon as the caster grew in power.

Each round after the first, you can redirect the weapon to a new target (a move-equivalent action). If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking the same target allow the weapon to make multiple attacks if your base attack bonus would allow it to do so.

A *soul weapon* cannot be attacked or harmed by physical attacks, but spells that dispel or destroy force effects affect it normally. The weapon's Armor Class against touch attacks is 12 (including a +2 deflection bonus).

If an attacked creature has spell resistance, make a caster power check against that spell resistance the first time the *soul weapon* strikes it. If the creature successfully resists the weapon, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration.





Diminished Effects: The spell lasts for 1 round per two levels. The weapon deals 1d4+1 points of damage per hit. Its threat range is always 20 and its critical modifier is always $\times 2$.

Heightened Effects: The weapon is especially effective. It deals 1d12 points of damage +1 per three caster levels. You select one element associated with your beliefs (or fire if you have no such associated element). On a confirmed critical, the weapon deals an additional 2d6 points of the chosen type of elemental damage.

SOUND BURST

Evocation [Sonic]

Level: 2 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 10-foot-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a loud noise by shouting, clapping your hands, and so on. This noise blasts an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

Diminished Effects: The spell deals only 1d6 points of damage. Creatures that fail their Fortitude saves are merely shaken for 1 round.

Heightened Effects: The spell deals 1d12 points of damage. Creatures that fail their Fortitude saves are also deafened for 1d3 days.

SPECTRAL HAND

Necromancy [Force]

Level: 2 (Complex)

Casting Time: Standard action

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

Effect: One spectral hand

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

You dilute your life essence ever so slightly, creating a ghostly, glowing hand that appears anywhere you can see within range. The hand is an extension of yourself, allowing you to deliver low-level Touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled). You do not regain the hit points if the hand is destroyed, but the damage can be healed as normal.

For as long as the spell lasts, any Touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand*. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as

an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range or goes out of your sight, it returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an Armor Class of at least 22. Your spell-casting key ability modifier applies to the hand's Armor Class as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Diminished Effects: The spell lasts 1 round per level and has a range of Close (25 feet + 5 feet per two caster levels). The hand requires more of your energy to create, and summoning it deals 1d6 points of damage to you.

Heightened Effects: The range increases to Long (400 feet + 40 feet per level). The hand also has a shimmering field of magical energy surrounding it, granting it a +2 deflection bonus to its Armor Class (at least 24). Finally, the hand is nimble, giving you a +3 bonus on your melee touch attack roll.

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 per spell level absorbed.

Heightened Effects: Once triggered, the duration remains Permanent until someone touches the gem.

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

SPHERE OF DETERIORATION

Transmutation

Level: 9 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: All living creatures other than you 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 other than you, 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 third round deals 3d6 points, 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 her 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 she had not left—it does not start over. So, say a character stays in range for 4 rounds, then leaves for 2 rounds. On her first round back in range, she 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.

Heightened Effects: The sphere also affects corporeal undead and objects within range. This version of the spell is likely to destroy even the ground beneath your 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 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 any 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

SPIRIT COLORS

Illusion (Figment) [Faen, Light]

Level: 8 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Colorful lights in a 20-foot-radius spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: Yes

When this spell is cast, you bring into being a twisting pattern of chaotic colors. The colors seem to have the shape of ghostly creatures, writhing and swirling in a random fashion. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest Hit Dice are affected first; among creatures with equal Hit Dice, those closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures that know your true-name may attempt a saving throw, and you take a –2 penalty to your caster level when attempting to overcome their spell resistance.

The spell affects each subject according to its Hit Dice, as follows:

6 HD or Less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds (see *confusion* spell, page 61). Treat a result of “unconscious” as “stunned” for any affected nonliving creatures.

7 to 12 HD: Stunned for 1d4 rounds, then confused for 1d4 rounds.

13 HD or More: Confused for 1d4 rounds.

Diminished Effects: The spell's area is a 15-foot-radius burst.

Heightened Effects: In addition to the spell effects listed above, the colors have a tendency to sap the will and mind. Each round a creature stays in the swirling colors, it has a 50 percent chance of taking 1d4 points of temporary Intelligence damage and 1d4 points of temporary Wisdom damage (neither ability can drop below 1 due to this spell). Roll once for possible loss, not once per each ability score.

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



SPIRIT OF THE WANDERER

Divination [Sibeccai]

Level: 6 (Exotic)

Casting Time: 3 rounds

Range: Personal or Touch

Target: You or creature touched

Duration: 10 minutes/level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

Casting this spell involves a short ritual in which you follow the otherwise imperceptible traces and clues available in nature. Upon completion of the ritual, the recipient of this spell can find the shortest, most direct physical route to a specified destination (be it the way into or out of a locale), and can lead other creatures accompanying it. The locale can be outdoors, underground, or even inside a *glassan warren* spell (page 190). This spell works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. The spell enables the subject to avoid set dangers, such as a mechanical trap or *glyph of warding* (page 104). However, it does not detect or avoid mobile encounters such as a tribe of enemy warriors.

The spell ends when the destination is reached or the duration expires, whichever comes first. *Spirit of the wanderer* can be used to remove the subject and its companions from the effect of a *glassan warren* spell in a single round.

Diminished Effects: The spell takes 10 full minutes to cast and may be cast only on yourself. The spell does not identify or avoid set dangers such as traps.

Heightened Effects: The spell's casting time is a standard action, and it lasts for one hour per level. The spell also avoids obvious mobile encounters, such as a tribe of enemy warriors.

Magic Item Creation Modifiers: Constant ×4, single-use ×4

SQUAMOUS PULSE

Transmutation [Giant]

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 (before the halving), 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 it suffers 21d6 points of damage.

Diminished Effects: The spell affects only one target.

Heightened Effects: The spell negates all natural armor bonuses and inflicts 1d8 points of damage.

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

STARFADE

Transmutation

Level: 3 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Tiny stars appear about your body as you wink into and out of existence. This effect occurs at random, and you may disappear from one location to reappear within a foot of your previous location. In actual fact, your body is shifting (temporarily) to and from the Ethereal plane.

This spell has several effects, as follows.

Physical attacks against you have a 50 percent miss chance. If the attacker can strike ethereal creatures, the miss chance is only 20 percent (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20 percent. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.)

Your own physical attacks have a 20 percent miss chance, since you sometimes go ethereal just as you are about to strike. However you strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to Armor Class.

Any spell targeted at you has a 50 percent chance to fail against you while *starfade* remains active, unless your attacker can target invisible, ethereal creatures. Your own spells have a 20 percent chance to activate just as you go ethereal, in which case they typically do not affect the Material plane.

You take only half damage from area attacks (one quarter damage if you make a successful save that would normally allow for half damage), but full damage from those that extend onto the Ethereal plane.

You take only half damage from falling, since you fall only while you are material.

You can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50 percent chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. If there are open spaces equally near, you go to the one closest to the direction you were traveling. You can move at only three-quarters speed, as movement on the Ethereal plane is at half speed, and you spend about half your time there and half your time material.

Since you spend about half your time on the Ethereal plane, you can see and even attack ethereal creatures. You interact with ethereal creatures the same way you interact with material ones. You can see and hear on both planes, but your sight and hearing are limited to 60 feet.

Force effects and abjurations affect you normally.

Diminished Effects: Your body does not fade out as often or as completely in this version of the spell. Physical attacks against you (or that you make) have only a 20 percent miss chance for concealment, and attackers who can see invisible creatures take no penalty against you. Your spells and spells cast at you only have a 10 percent chance of failure.

Heightened Effects: You have minor selective control over this spell's effects. As a result, you can move through solid objects with no chance of failure.

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

STASIS TRAP

Conjuration (Creation) [Force, Runic]

Level: 3 (Exotic)

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days + one day/level (see text)

Saving Throw: Reflex negates

Spell Resistance: No

Casting this spell requires you to carefully trace magic words and symbols in the text of one written work such as a book, scroll, or map. The text containing the symbols must be at least 25 words long. When anyone reads the text, the *stasis trap* is activated and strikes the reader.

Simply seeing the trapped text is not sufficient to trigger the spell; the subject must deliberately read it. The subject may attempt a save to evade the spell's energy. If he succeeds, the spell explodes harmlessly in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the subject fails the save, he is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days plus one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. He is preserved in a state of suspended animation, unaware of his surroundings. Outside forces can damage him (perhaps even kill him), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

A runethane can automatically detect this spell at a glance and is immune to its effects. Otherwise, the *stasis trap* cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. *Dispel magic* can remove the *stasis trap*. An *erase* spell (see page 82) destroys the entire page of text.

Diminished Effects: The spell lasts only one day per caster level, after which time it harmlessly fades from the text. A creature trapped by the spell remains held for only 1d4 hours plus one hour per caster level.

Heightened Effects: You can set the *stasis trap* to be activated by specific creatures that you select. Such creatures can be general by type ("a human") or specific ("my worthless and nosy apprentice, Marlexa"). Further, if you set the spell to be triggered by a creature whose truename you know, that creature receives no saving throw.

Magic Item Creation Modifiers: Constant ×2, single-use ×3

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 *static veil*.

Diminished Effects: The duration lasts one minute per level.

Heightened Effects: The duration becomes one day per level.

Magic Item Creation Modifier: Constant ×2

STATUS

Divination [Positive Energy, Truename]

Level: 2 (Simple)

Casting Time: Standard action

Range: Touch

Targets: One living creature touched/three levels

Duration: One hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You remain aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once you have cast the spell upon the targets, the distance between them and you does not affect the spell, as long as they are on the same plane of existence. If a target leaves the plane, or if it dies, the spell ceases to function for it. You must know a target's truename in order to cast this spell.

Diminished Effects: The spell lasts for 10 minutes per level.



Heightened Effects: You do not need to know the target's truename; in addition, the spell loses the truename descriptor.

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

STONE SHIELD

Abjuration [Earth]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level

You can cast this spell only on the ground, with a source of natural or worked stone nearby. When cast, the nearby rock floats in front of you and protects you from harm, like a shield that thinks on its own. You gain a +4 shield bonus to Armor Class. If the *stone shield* is destroyed, the spell immediately calls forth another, until its duration runs out.

Special: If used with the earth spell template, the shield bonus is +1 greater.

Diminished Effects: The stone provides a +1 shield bonus to Armor Class.

Heightened Effects: Two *stone shields* appear, granting a total +6 shield bonus to Armor Class.

Magic Item Creation Modifier: Constant N/A

STORM FURY

Evocation [Air, Electricity]

Level: 3 (Exotic)

Casting Time: 10 minutes, plus one standard action per bolt called

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

Effect: See text

Duration: 10 minutes/level

Saving Throw: Reflex half

Spell Resistance: Yes

In order to cast this spell, you must be in a stormy area (including a whirlwind formed by an elemental creature of 7 HD or more). You can call down bolts of lightning as long as you remain in the stormy area, but the spell ends if you leave it. You can call down one bolt every 10 minutes. You do not have to call a bolt of lightning immediately—other actions, even spellcasting, can be performed. However, you must use a standard action (concentrating on this spell) to call each bolt.

When you call a bolt, the general area around you sparks and glows. Creatures nearby feel their hair stand on end, and unattended loose bits of metal flop and rattle about. At the start of your next turn, a bolt of lightning strikes down in a vertical stroke at whatever target point you chose within range (measured from your position at the time). Any creature within a 10-foot radius of the bolt's path or the point where the lightning strikes is affected.

Each bolt causes 1d10 points of electricity damage per caster level (maximum 10d10).

This spell can be used only outdoors. It does not function indoors, underground, or underwater.

Diminished Effects: The bolt only affects creatures in the 5-foot square of its path and the point where it hits. Each bolt deals only 1d8 points of damage per caster level, and the spell's duration lasts five minutes per caster level.

Heightened Effects: The lightning bolt responds quickly to your command. When you use a standard action to call one, it appears immediately instead of at the start of your next turn.

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

STORM OF THE MASTER'S VENGEANCE

Conjuration (Summoning) [Air, Electricity, Giant]

Level: 9 (Simple)

Casting Time: 1 full round

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

Effect: 360-foot-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

Casting this spell wraps your body in lightning and black clouds. You become difficult to see, and creatures that successfully attack you take 1d8 points of electricity damage. The black clouds billow out and away from you, filling the area above. Lightning and rolling thunder appear within the storm, and each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4×10 minutes.

If you do not maintain concentration on it, the spell ends. When you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where they strike, but no two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage to any creature within a 10-foot radius of the bolt's path or the point where the lightning strikes (as *storm fury*). A struck creature can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th Through 10th Rounds: Violent gusts of rain and wind reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20 percent miss chance). Creatures farther away have total concealment (50 percent miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the



caster succeeds at a Concentration check against a Difficulty Class equal to the spell's save DC + the level of the spell the caster is attempting.

Diminished Effects: The spell's area is reduced to a 180-foot-radius cloud. The lightning bolts conjured in the third round deal only 8d6 points of damage, and the storm dissipates after 6 rounds.

Heightened Effects: The winds generated by this spell are incredible. There is a 1 percent chance per caster level that the storm generates 1d6 rogue Medium air elementals. The elementals appear randomly at a distance of 1d20×10 feet away from you. They attack the closest creatures.

Additionally, the spell's acid rain deals 1d8 points of damage, its lightning bolts deal 12d6 points of damage, and its hailstones deal 8d6 points of damage. Creatures can move only 5 feet per round during rounds 5 through 10.

Magic Item Creation Modifiers: Single-use ×2, spell-completion ×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 for every 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/two 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 that 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

SUN BOND

Divination [Litorian, Sibeccai]

Level: 0 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

Casting this spell brings the hint of a feral look to your eyes. You instantly know the direction of the sunrise relative to your current position. The spell may not work in extra-planar settings. Your knowledge of the sun's rising point is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Heightened Effects: You also know the sun's current location relative to you, even if underground. The spell lasts 10 minutes per level.

Magic Item Creation Modifier: Single-use ×1.5

SUNFIRE TOMB

Transmutation [Light, Truename]

Level: 10 (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 you know the target's truename and some facts about his life.

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 per 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

SWEET HONEY

Transmutation [Language-Dependent]

Level: 3 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

A honey-colored spark appears in each of your eyes, and your voice becomes soothing to all listeners. By picking the right words and using just the right amount of humility, bravado, and flattery, you gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must make a caster power check (DC 15 + your caster level) to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

Diminished Effects: This spell lasts only one minute per level, and you gain only a +15 bonus on Bluff checks made to convince another of the truth of your words. The Difficulty Class of the caster power check to detect lies or force you to speak the truth is 10 + your caster level.

Heightened Effects: Your words drip with honey, granting you a +40 bonus on your Bluff checks made to convince others of the truth of your words. As well, others feel more comfortable around you and seem more willing to share their secrets with you. Consequently, you receive a +30 bonus on any Gather Information checks you make with the spell in effect.

Magic Item Creation Modifier: Single-use ×1.5

SYMPATHETIC VIBRATION

Evocation [Sonic]

Level: 6 (Simple)

Casting Time: 10 minutes

Range: Touch

Target: One freestanding structure

Duration: Up to 1 round/level

Saving Throw: None

Spell Resistance: Yes

You must perform a ritual involving a constant sound, such as humming, chanting, pounding a steady beat on a drum, repeating the same melody on a flute, and so on. This ritual allows you to attune yourself to a freestanding structure such that you can create a damaging vibration within it.

When the ritual is complete, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round per level. If the spell is cast upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs.

This spell cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

Diminished Effects: The ritual takes 20 minutes to prepare, and the spell deals 1d12 points of damage per round to the target structure.

Heightened Effects: In addition to its regular effects, the spell causes ground in the immediate area to rumble. Each turn, any creatures within 45 feet of you must make a Balance check (Difficulty Class equal to the spell's DC) or be knocked prone.

Magic Item Creation Modifier: Single-use ×2

TANGLE VOID

Conjuration (Creation) [Dragon]

Level: 5 (Complex)

Casting Time: Standard action

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

Area: 20-foot-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell draws upon horrible powers, conjuring a circle of writhing strands of dark extraplanar magic. These form in a 20-foot-radius spread, attaching to whatever solid surface you desire. There is no mistaking where they are located, as the surface area affected by the spell glows black, sparkling with the hint of starlight.

These strands flail about blindly, attempting to grasp and entwine any creatures that enter the area. (They also can reach up to 10 feet from the surface, and so can possibly grab low-flying creatures.) Creatures that get caught are held fast and crushed with great eldritch strength. Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the strands. Treat the strands attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, the strands' grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

Once the strands have successfully grappled an opponent, they may make a grapple check each subsequent round on your turn to deal 1d6+4 points of bludgeoning damage. The strands continue to crush the opponent until the spell ends or the foe escapes. Creatures that are not grappled can move through the area at only half normal speed.

Diminished Effects: The strands have a Strength score of only 15 (with their grapple check reduced to your caster



level + 6) and deal 1d6+2 points of bludgeoning damage. The range of the spell is reduced to Close (25 feet + 5 feet per two levels).

Heightened Effects: The strands react to your commands, receiving a modifier to their grapple checks equal to your spellcasting key ability modifier. As well, any creature that takes damage from the strands is pulled prone to the solid surface to which the strands are attached.

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 becomes only one 10-foot cube per 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/two 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/two 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 and takes on the teleportation descriptor).

TELEPORTATION CIRCLE

Conjuration [Runic, Teleportation]

Level: 9 (Exotic)

Casting Time: 10 minutes

Range: 0 feet

Effect: 5-foot-radius circle that teleports its activators

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

TELEPORTATION CIRCLE

In the secret places of the world, there are said to be runic circles from the ages of the first dragons—circles that can transport one to nearly anywhere. Most have been lost to time and decay, but some are said to still function. It is believed that both Duke Fanor and Nexin intimately knew all the secrets of these arcane circles.

You perform a ritual wherein you create a circle of intricate magical symbols on the floor or other horizontal surface. Once finished, the circle teleports any creature that stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

If the permanent template has been given to this spell, disabling it (with *dispel magic* and the like) only causes it to become inactive for 10 minutes. It can then be triggered again as normal.

Attempting to detect this spell by nonmagical means is very difficult (Search, DC 34).

Diminished Effects: The spell lasts only one minute per level. Its magic runes glow brightly with eldritch power, making it nearly impossible to miss.

Heightened Effects: The spell lasts one day per level and can be made as large as a 15-foot-radius circle.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

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 in and out of reality. At the beginning of each round, roll on the following table to determine the effects on the victim:

d20 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 a 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 stumbles 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 action 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 subject creature using this version of the spell.

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

TEMPORAL WARDING

Evocation

Level: 6 (Exotic)

Casting Time: At least 10 minutes (see text)

Range: Personal

Target: You

Duration: One day/level or until discharged

You undergo a ritual wherein you precast a spell upon yourself. This ritual usually involves inscribing your body with inks or other markings, or carrying a focus symbolic of the spell you are precasting. When a certain set of circumstances comes into effect, the companion spell instantly activates. The *temporal warding* and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings. If the companion spell has a casting time longer than 10 minutes, use that casting time instead.

The precast spell must be one that affects your person (*cloak of darkness* or *flight*, for example) and whose level is no higher than one-third your caster level (rounded down, maximum 6th level).

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

TEMPORAL WARDING

Inasmuch as no one ever found the remains of Duke Fanor, there are those who believe he had special arcane wardings in place to prevent his death. Such theories suggest he was only weakened, and that even after all these years, he still lives—and hates.

You can use only one *temporal warding* at a time; if a second is cast, the first one (if still active) is dispelled.

You must wear or carry the focus or markings with you at all times or the *temporal warding* will fail.

Diminished Effects: This spell allows only for Personal range companion spells (*cloak of darkness*, for example, but not *flight*). The spell must be of a level no higher than one-quarter your caster level (rounded down, maximum 5th level).

Heightened Effects: The companion spell may be no higher than one-half your caster level (rounded down, maximum 7th level).

Magic Item Creation Modifiers: Constant ×2, single-use ×2.5

TEMPORARY EVOLUTION

Transmutation [Dragon]

Level: 4 (Exotic)

Casting Time: 1 full round

Range: Touch

Target: One living creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

With hands glowing violet, you touch a living, corporeal creature and cause it to evolve. The creature is affected as if it took the first evolved level for its race (or, if the creature is not one of the standard races, was given the evolved template). If the target already has evolved levels, it gains all benefits of having the next highest evolved level. If it has all its evolved levels, or if a creature already has the evolved template, this spell has no effect.

You cannot cast this spell on a creature more than once at the same time to gain additional benefits.

When the spell ends, the affected creature suffers from exhaustion and stress. It takes a –2 penalty on attack rolls, saves, and checks for a period equal to the spell's duration.

Diminished Effects: The spell can affect only characters of the standard races (those who can take evolved levels). It cannot bestow the evolved template.

Heightened Effects: The duration lasts one minute per level. There are no penalties imposed when the spell ends.

Magic Item Creation Modifiers: Constant N/A, single-use ×2

TEMPORATORIUM

Transmutation [Dragon]

Level: 10 (Exotic)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 1d4+1 rounds (apparent time) (see text)

When you cast this spell, a thick, amber glow fills your field of vision, sprinkled with tiny sparks of light. This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. With the *temporatorium* is in effect, other creatures are invulnerable to your attacks and spells. A spell that affects an area and has a duration longer than the remaining duration of this spell has its normal effects on other creatures once this spell ends. You cannot move or harm items that are held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while the spell lasts. You cannot enter an area in which magic is suppressed while under the effect of this spell.

Diminished Effects: The spell lasts only 1d2 +1 rounds.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

TERRAKAL'S BOUNTY

Transmutation [Plant]

Level: 1 (Simple)**Casting Time:** Standard action**Range:** Touch**Targets:** 2d4 edible plants touched**Duration:** One day/level**Saving Throw:** None**Spell Resistance:** Yes

You cast this spell on a handful of freshly picked edible plants (typically berries, fruits, nuts, or vegetables). The plants glow a healthy color, and 2d4 of them become magical. You can immediately discern which plants are affected. Each transmuted plant provides nourishment as if it were a normal meal for a Medium creature. It also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Diminished Effects: Only one plant becomes magical. It retains its magical properties for 10 minutes per caster level (one hour maximum).

Heightened Effects: With this version of the spell, you can affect 3d4 plants + 1 plant per three caster levels (maximum +5).

Magic Item Creation Modifier: Single-use ×2

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 Difficulty Class 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 that magnifies sounds, lessens shadows, and brightens details. All Sneak checks made within the area suffer a –10 penalty.

Diminished Effects: The Sneak penalty becomes –5.

Heightened Effects: The spell's duration lasts one hour per level, and you can choose to dictate that its area not follow you.

THREATENING WEAPON

Evocation [Force]

Level: 4 (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 spell resistance, check

for resistance the first time the *threatening weapon* strikes it. Should the creature successfully resist 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 per round, in addition to making attacks of opportunity.

TIMELORE

Divination [Dragon]

Level: 9 (Complex)

Casting Time: Standard action

Range: Personal or Touch

Target: See text

Duration: 10 minutes/level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

You tap into the timestream itself, granting you a powerful sixth sense in relation to yourself or another. Once *timelore* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. If you are this target, you are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to Armor Class and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to Armor Class.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to Armor Class and on Reflex saves.

Diminished Effects: You can be surprised, but you gain a +4 insight bonus on Spot and Listen checks to avoid being surprised. If surprised, you receive a +4 insight bonus to your initiative while the spell remains in effect.

Heightened Effects: Your contact with the timestream is sharpened and refined. You receive a +4 insight bonus to Armor Class and initiative, and on Listen checks, Spot checks, and Reflex saves. As well, you can sense residual events that took place around you. This gives you a +4 insight bonus on Search checks and Sense Motive checks. During each 10-minute period the spell remains in effect, you may reroll any one die roll you have made, but you must accept the result of the second roll.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

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, which allows you to confer with celestials and celestial beings, as well as give commands to your magically summoned celestial creatures.

Heightened Effects: The spell also grants you a +4 competence bonus to Bluff and Diplomacy checks made in regard to creatures that speak Celestial.

Magic Item Creation Modifier: Constant ×3

TONGUE OF FIENDS

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 Infernal, which allows you to confer with demons, devils, and other fiendish beings, as well as give commands to your magically summoned fiendish creatures.

Heightened Effects: The spell also grants you a +4 competence bonus to Bluff and Diplomacy checks made in regard to creatures that speak Infernal.

Magic Item Creation Modifier: Constant ×3

TOUCH OF ELAN

Transmutation

Level: 6 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Targets:** One Small object per caster level (see text)**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

Wisps of blue and white cloud rush from you into targeted inanimate objects. These objects then acquire mobility and a semblance of life. Each object you animate immediately attacks whomever or whatever you initially designate (a free action).

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. This spell cannot animate objects carried or worn by a creature.

Changing the designated target or targets being attacked is a move-equivalent action.

Diminished Effects: The spell affects up to two Small or smaller objects per three caster levels. Objects may take only a single action per round (either a standard action or a move





action). Finally, the range is reduced to Close (25 feet + 5 feet per two caster levels).

Heightened Effects: Any objects you animate may receive one of the following benefits for every six of your caster levels: +2 natural armor, +2 Strength, +2 Dexterity, +2 bonus on attack rolls, +1 hit point per Hit Die, +1 bonus on damage rolls. This version of the spell takes on the dragon descriptor.

TOUCH OF THE VAMPIRE

Necromancy [Negative Energy]

Level: 3 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/one hour (see text)

Saving Throw: None

Spell Resistance: Yes

Your hand is bathed in red-black flames of negative energy. With a successful melee touch attack, you deal 1d6 points of damage per two caster levels and you gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit point total +10. The temporary hit points you gain disappear one hour later.

Diminished Effects: Your touch deals 1d4 points of damage per three caster levels. The temporary hit points you gain last for only one hour.

Heightened Effects: Any damage you have taken is cured from the hit points you gain, with any excess gained as temporary hit points. Additionally, in this version of the spell your target must make a Fortitude save or age one year. If it fails its save, you age only one year over the next two years. (Each time you successfully use this version of the spell, you extend your slow aging by another two years. You do not age more slowly.)

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 2.5$

TRANSCRIBE

Transmutation [Runic]

Level: 0 (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 per level with this version of the spell.

TREE SHAPE

Transmutation [Plant]

Level: 2 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One hour/level (D)

By means of this spell, you can assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. Your body is bathed in a brown and green glow as it reforms itself. Once the casting is complete, even the closest inspection cannot reveal that the tree in question is actually you, magically concealed. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree.

While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to Armor Class but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

You can dismiss *tree shape* as a free action.

Diminished Effects: The duration lasts only one minute per caster level.

Heightened Effects: You can move about slowly at a rate of 5 feet for every 2 rounds. Of course, a moving tree or shrub is very likely to draw notice and attention.

Magic Item Creation Modifier: Single-use ×3

TROVE

Conjuration (Summoning) [Dragon]

Level: 5 (Exotic)

Casting Time: 10 minutes

Range: See text

Target: One chest (or similar container) and up to 1 cubic foot of goods/caster level

Duration: 60 days or until discharged

Saving Throw: None

Spell Resistance: No

You must spend one hour attuning yourself to a container (a chest or similar object). This may be as simple as inscribing a personal mark on it or as complex as whispering your truename backward to it over and over. When completed, you can hide the container on the Ethereal plane for as long as 60 days and retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75 percent chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The container must be exceptionally well crafted and expensive, constructed either by you or by master crafters.

Such a container never costs less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the container appears to be a perfect copy. (The replica costs 50 gp.) You can have only one pair of these containers at any given time—even a *wish* spell does not allow more. The containers are nonmagical and can be fitted with locks, wards, and so on, just as any normal container can be.

To hide the container, you cast the spell while touching both the container and the replica. The container vanishes into the Ethereal plane. You need the replica to recall the container. After 60 days, there is a cumulative chance of 5 percent per day that the container becomes irretrievably lost. If the miniature of the container is lost or destroyed, there is no way, not even with a *wish* spell (see page 225), that you can summon back the large container, although you might mount an extraplanar expedition to find it.

Living things in the container eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Diminished Effects: The container stays safe for only 30 days. After that, there is a 10 percent plus 5 percent cumulative chance per day that the container will become irretrievably lost.

Heightened Effects: The container stays safe for one year and a day. After that, there is only a 1 percent cumulative chance per week that the container will become irretrievably lost.

Magic Item Creation Modifier: Single-use ×3

TRUE LORE

Divination [Psionic]

Level: 7 (Complex)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No

This spell functions like *creature loresight*, *object loresight*, and *location loresight*, except that it works more quickly but produces some strain on you. You pose a series of questions (one for every two caster levels) about some creature, place, or object while casting the spell. Upon casting, your vision becomes hazy and everything appears to be bathed in a purple light.

If the creature or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 +1 per caster level, maximum +25) against DC 20. If instead you already know some detailed information on the person, place, or object, the DC is 25, and the information you gain is incomplete. If you know only rumors, the DC becomes 30, and you gain only vague information.



When the casting is complete and you have received your vision, you must succeed at a Fortitude save or become exhausted. The Difficulty Class is the spell's level + 10. If you make the save you are merely fatigued. In any event, you will receive a +5 competence bonus on all Knowledge checks you make in the future dealing with that creature, object, or location.

Diminished Effects: The spell takes 10 minutes to cast, and the vision runs for one minute per question asked.

Heightened Effects: You may ask one question per caster level.

Magic Item Creation Modifier: Single-use ×2

TRUST

Transmutation [Mind-Affecting, Psionic]

Level: 0 (Simple)

Casting Time: One standard action

Range: Personal

Target: You

Duration: 1 round

You manipulate your voice, eyes, and facial features to make yourself seem more sincere, thus granting yourself a

+5 bonus to one Bluff or Diplomacy check made during the following round. This spell cannot be made permanent.

Heightened Effect: The duration lasts 1 round per level.

Magic Item Creation Modifier: Constant N/A

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 spell's duration, and if the individual is Medium or smaller, it offers (in a language the individual understands) 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. Assuming the bird 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 per level.

Heightened Effects: The duration becomes one hour per level. The bird can grow to carry a creature of any size.

UNBRIDLED RAGE

Enchantment (Compulsion)

[Litorian, Mind-Affecting, Psionic]

Level: 3 (Simple)

Casting Time: Standard action

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

Targets: One willing living creature/three levels, no two of which may be more than 30 feet apart

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Each affected creature becomes briefly outlined by a phantasmal lion's head. The creatures then fly into a feral rage, gaining a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and taking a –2 penalty to Armor Class. The affected creatures cannot cast

UNBRIDLED RAGE

The litorians did not learn all of their magic on their own. Both light and dark forces leaked secret knowledge to that race in the hope of drawing them to their side in one conflict or another. Such knowledge includes the spell unbridled rage. This spell was not always seen as a blessing. Some among the litorians believe the magic does not bring out the noble or the pure, but instead focuses on dark feelings of hate and fury. Others, however, believe the magic only enhances their own natural skills.

spells or use spell-completion items. Those subject to this spell cannot make Concentration checks.

Diminished Effects: The spell affects only one creature per five caster levels. You must know the truename of any creature you target with the spell, and the spell takes on the truename descriptor.

Heightened Effects: You do not need to concentrate to maintain the spell. It has a duration of one minute plus 1 round per caster level.

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 may be 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 that includes both your Dexterity and Intelligence modifiers (d20 + caster level + Dexterity modifier + Intelligence modifier). The defender uses her 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 her weapon in two hands, she gets an additional +4 bonus. If you beat the defender's check, you disarm the defender. 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 per five levels.

UNSEEN SERVANT

Conjuration (Creation) [Force]

Level: 1 (Complex)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: One invisible, mindless, shapeless servant

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You create a servant to perform tasks for you. The servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 lbs. or drag 100 lbs.). It can trigger traps and such, but it can exert only 20 lbs. of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a Difficulty Class higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it suffers 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Diminished Effects: This version of the spell lasts only a single minute, and the servant's speed is 10 feet.

Heightened Effects: The servant is slightly more robust than normal, having Strength 4 and a speed of 20 feet. It lasts for six hours plus one hour per caster level.

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 experienc-

ing, 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 lasts one day per level.

Heightened Effects: The target can be any creature of size Large or smaller.

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

VAPORS OF DEATH

Conjuration (Creation) [Air]

Level: 5 (Exotic)

Casting Time: Standard action

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

Effect: Cloud spreads in a 20-foot radius, 20 feet high

Duration: One minute/level

Saving Throw: See text

Spell Resistance: Yes

Dusty, yellow-green vapors billow out from a point you designate. These vapors obscure all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20 percent miss chance). Creatures farther away have total concealment (50 percent miss chance, and the attacker can't use sight to locate the target). The vapors kill any living creature with 3 HD or less (no save) and cause living creatures with 4 to 6 HD to make Fortitude saves or die. Living creatures above 6 HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of damage each round while in the cloud. Holding one's breath doesn't help.

The vapors move away from you at 10 feet per round, rolling along the surface of the ground. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down openings. The *vapors of death* cannot penetrate liquids, nor can the spell be cast underwater.

A moderate wind (11+ mph) disperses the vapors in 4 rounds; a strong wind (21+ mph) disperses them in only 1 round.

Diminished Effects: The vapors last only 1 round per level. Living creatures of 3 HD or less must make a Fortitude save or die. If they make their save, they take 1d8 points of damage for every round they remain in the vapors. Living creatures of 4 HD or more must make Fortitude

saves or take 1d8 points of damage each round they are in the vapors.

Heightened Effects: The vapors are especially deadly. Living creatures of 4 HD or less in their area die with no save. Living creatures of 5 to 7 HD must make Fortitude saves or die. If they make their saves, they still take 1d12 points of damage per round they remain in the area. Creatures above 8 HD must make Fortitude saves or take 1d12 points of damage per round.

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

VENGEANCE OF NATURE

Transmutation

Level: 8 (Complex)

Casting Time: Standard action

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

Area: All metal objects within a 40-foot-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object) (see text)

Casting this spell requires you to focus deeply on the multitude of realities that exist beyond the barriers of this plane. By tapping into these realities and drawing energy from them, you change all metal objects within the spell's area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance against this spell equal to 20 + its caster level. Artifacts cannot be transmuted. Weapons

converted from metal to wood take a –2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Diminished Effects: You can force the change but it only lasts a single hour per caster level. At the end of the spell's duration, items revert to their metal state. Further, attended items receive a Will save to avoid the effects of this spell.

Heightened Effects: Items under the effect of this spell are transmuted even further from their metal state, and become covered in sharp thorns and brambles. This effect deals 1d4+1 points of damage each round to creatures wearing or holding such items.

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

VENGEANCE OF SPHERES

Evocation [Dragon, Fire]

Level: 10 (Complex)

Casting Time: Standard action

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

Area: Pattern of spreads (see text)

Duration: Instantaneous

Saving Throw: None or Reflex half (see text)

Spell Resistance: Yes





Casting this spell sheathes your body in featherlike wisps of flame. Your eyes turn lava-red and your voice roars like a blast furnace. You cause four big spheres (2-foot-diameter) or eight little spheres (1-foot-diameter) to spring from your outstretched hand, streaking in a straight line to the spot you choose.

Any creature in the straight-line path of these spheres has a chance to be struck by each one. Make a ranged touch attack with a +4 morale bonus. Due to their force, the spheres halve the defensive bonus of any cover or concealment less than total.

A creature struck by a little sphere takes 3d8 points of damage (no save), while a creature struck by a big one takes 6d8 points of damage (no save). As well, any creature hit by a sphere is bull rushed and possibly knocked prone. Little spheres are treated as Medium creatures (no bonus on the bull rush attack), while big spheres are treated as Large (+4 bonus). Treat the spheres as charging (+2 bonus) with a Strength bonus equal to one-third your caster level. Any creature that is successfully bull rushed moves back 5 feet and must make a Balance check (DC = your caster level + the spell level) or be knocked prone. This effect could, theoretically, knock a target back up to 40 feet if eight little spheres strike it.

If the spheres reach their destination, each one bursts in a spread. Every big sphere deals 6d8 points of fire damage. The four spheres explode with their points of origin forming a diamond or box pattern around the target spot you designated upon casting. Each big sphere has a 15-foot-radius spread, and each blast is 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four blasts.

The smaller spheres each have a 7-1/2-foot-radius spread, and each one deals 3d6 points of fire damage. They explode with their points of origin forming the pattern of a box within a diamond (or vice versa) at the target spot you designated upon casting. Each of the outer sides measures 20 feet long. The center has four areas of overlapping effect, and numerous peripheral areas have two or three overlapping areas of the spell's effect.

Creatures caught in a blast can attempt Reflex saves for half damage. Creatures struck by multiple blasts save against each one separately. Creatures that fail their Reflex saves must make a Balance check (DC = your caster level + the spell level) or be knocked prone.

Diminished Effects: The damage from the little spheres is reduced to 3d6, and the damage from the big spheres is reduced to 6d6.

Magic Item Creation Modifiers: Constant ×2, 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 target's new spell resistance, that 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 feedback damage and confers spell resistance equal to 8 + your caster level.

Heightened Effects: The spell inflicts 4d6 points of feedback damage and confers spell resistance equal to 14 + your caster level.

Magic Item Creation Modifier: Constant ×4

VENTRILOQUISM

Illusion (Figment) [Faen, Sonic]

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Intelligible sound, usually speech

Duration: One minute/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears them and rolls a successful save recognizes them as illusory (but still hears them). If you succeed at a Bluff check (DC 10), your own lips do not appear to move.

Diminished Effects: You must be touching the object from which your voice issues.

Heightened Effects: The range increases to Medium (100 feet + 10 feet per level).

VERMIN INFESTATION

Conjuration (Summoning)

Level: 2 (Complex)

Casting Time: 1 full round

Range: Close (25 feet + 5 feet/two levels)

Effect: One swarm of bats, rats, or spiders

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

As you cast this spell, you cause a black cloud to appear in the air within range. The cloud swirls faster and faster, opening a rip in the air through which floods a swarm of bats, rats, or spiders (your choice). The swarm attacks all other creatures within its area, and may be summoned so that it shares the area of other creatures. If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. You have no control over its target or direction of travel. See the MM for details on swarms.

Diminished Effects: The summoned swarm is more of a distraction than anything else. Creatures inside the swarm take no damage but suffer a –1 penalty on attack rolls and a –4 penalty on Concentration checks.

Heightened Effects: The swarm has maximum hit points and lasts for 1d6+2 rounds after you are done concentrating on the spell.

VERMIN PURGE

Abjuration

Level: 4 (Complex)

Casting Time: Standard action

Range: 10 feet

Area: 10-foot-radius emanation centered on you

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (see text)

Spell Resistance: Yes

You summon an invisible barrier that holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier. A vermin with Hit Dice of one-third your caster level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

VERMIN PURGE

When the giants arrived and secured territory from the dramojh, they sent their sibeccai allies out to clear vast areas suitable for settlements. Out of this command, the spell vermin purge was developed. How it ever fell out of common use is not certain.

Diminished Effects: Vermin with Hit Dice of less than one-fourth your caster level are repelled, with more powerful vermin granted a save.

Heightened Effects: In addition to taking damage, vermin crossing the barrier gain a negative level while in the area of the spell. This may reduce the vermin to a level where it can be repelled by the spell effect.

VESSA KORNARI (STEAL HEART)

Necromancy [Dragon, 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 a portion of the creature 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/two levels)

Effect: One fiendish dire weasel

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You summon a fiendish dire weasel (see MM), 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 you speak 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 2d6 points of electricity damage + 1 point per level (maximum 2d6+10). You cannot prevent the discharge from happening—it occurs the next time you are struck.

Diminished Effects: The spell deals 1d4 points of damage + 1 point per level (maximum 1d4+5).

Heightened Effects: The spell affects the next 1d2 + 1 melee attacks that strike you.

VOW

Evocation [Soul]

Level: 1 (Simple)

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute

You call upon the strength and wisdom of a deity, ethos, oath, or belief. As you do so, you make a vow to strike down those who oppose you. You gain a +1 luck bonus on attack and damage rolls per three caster levels (maximum +6). The bonus doesn't apply to spell damage.

Diminished Effects: The spell lasts only 1 round.

Heightened Effects: The bonus is +1 plus an additional +1 per three caster levels (maximum +8). Additionally, the spell lasts for one minute per level. Finally, the bonus damage applies to those spells that require an attack roll.

Magic Item Creation Modifiers: Constant N/A, single-use ×2

WARDING ARCANA

Abjuration [Dragon]

Level: 5 (Exotic)

Casting Time: Standard action

Range: 25 feet + 5 feet/two levels

Area: 10-foot-radius spherical emanation, centered on you or another creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

During casting, the air shimmers and ripples around the target creature, which is quickly surrounded by an immobile, faintly shimmering magical sphere. This sphere excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of this spell, and such spells fail to affect any target located within the sphere. Excluded effects include spell-like abilities and spells or



spell-like effects from items. However, any spell can be cast through or out of the magical sphere. Spells of 4th level and higher are not affected by the sphere, nor are spells already in effect when the sphere is cast. The sphere can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*. You can leave and return to the sphere without penalty.

Note that spell effects are not disrupted unless their effects enter the sphere, and even then they are merely suppressed, not dispelled.

Diminished Effects: You may center this spell only on yourself.

Heightened Effects: If you choose to center the sphere on yourself, it excludes spell effects of 4th level or lower.

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

WARDING GLOBES

Evocation [Force]

Level: 4 (Exotic)

Casting Time: Standard action

Range: Personal

Effect: One 2-inch globe/two 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 may have a maximum of eight.

Magic Item Creation Modifiers: Charged ×2, constant ×3

WARRIOR’S COMPETENCE

Divination [Litorian]

Level: 0 (Simple)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: One minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell heightens all of the target’s warrior instincts. The subject gets a +1 competence bonus on a single attack roll, saving throw, or skill check. The target must choose to use the bonus before making the roll to which it applies.

Heightened Effects: The spell lasts 10 minutes or until discharged. You may select up to three additional creatures within 15 feet of you to affect, if you know their truenames. If used in this way, the spell takes on the truename descriptor. The bonus can also be used on an initiative check.

Magic Item Creation Modifier: Constant N/A

WARRIOR’S EDGE

Transmutation [Litorian]

Level: 3 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Targets: One weapon or 50 projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Casting this spell surrounds the target weaponry with a metallic grey glow. This spell improves a weapon’s ability to deal telling blows, doubling its threat range. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. You can cast this spell only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the spell on a particular projectile ends after one use, whether or not the missile strikes its intended target. Multiple effects that increase a weapon’s threat range don’t stack. You can’t cast this spell on a natural weapon, such as a claw.

Diminished Effects: The spell lasts only 1 round per level. It may not be cast on projectiles.

Heightened Effects: The spell may be cast on any weapon, including natural weapons.

Magic Item Creation Modifier: Constant N/A

WARRIOR’S EDGE

With their nomadic culture, litorians have always known the importance of being able and ready to defend the tribe. It was undoubtedly this spirit that led to the development of warrior’s edge. This spell has been lost for over a hundred years, but there are stories of a litorian hermit who will teach it to promising students on rare occasions.



WARRIOR'S SHELTER

Conjuration (Creation) [Litorian]

Level: 4 (Complex)

Casting Time: 10 minutes

Range: Close (25 feet + 5 feet/two levels)

Effect: 20-foot-square structure

Duration: Two hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two under a *sealed door* and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell (see page 26).

The shelter contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

Diminished Effects: The shelter lasts only one hour per level. Further, it is smaller than normal, just 15 feet square. Only six bunks are provided, and there are no table and chairs.

Heightened Effects: The shelter is a bit bigger than normal: 25 feet square. Any creature that sleeps in the shelter overnight feels well rested and enjoys a +1 morale bonus on all skill checks and attack rolls for the first five hours after waking.

Magic Item Creation Modifier: Single-use ×3

WATER WALKING

Transmutation [Water]

Level: 3 (Complex)

Casting Time: Standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet are actually a fraction of an inch above the surface. (Creatures crossing molten lava still take damage from the

heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground. This spell does not prevent a creature from being pushed into the water by sufficient force. If a creature attempts to carry more than a heavy load, the spell fails.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Diminished Effects: You must know the truename of creatures you target with this spell, and the spell takes on the truename descriptor. If a creature attempts to carry more than a light load, the spell fails.

Heightened Effects: The spell duration lasts for one hour per caster level.

Magic Item Creation Modifier: Constant ×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 square 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 that you set at the time of casting, 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 only those creatures with half your Hit Dice total or less

Heightened Effects: You do not need the target's truename to use the spell, which loses the truename descriptor.

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



WEAKENING RAY

Necromancy [Negative Energy, Sibeccai]

Level: 1 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: Ray

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes

Your arm is encased in a grey-black glow that rushes toward your outstretched hand as you complete the spell. A grey-black ray then springs from your hand toward your target.

You must succeed on a ranged touch attack. If successful, the subject takes a penalty to Strength equal to $1d6 + 1$ per two caster levels (maximum $1d6 + 5$). The subject's Strength score cannot drop below 1.

Diminished Effects: The ray reduces the target's Strength by 1d4 points for only 1 round.

Heightened Effects: The ray is thicker, making it easier to hit your target. You gain a +2 competence bonus on your ranged touch attack roll.

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

WEAKENING RAY

Not all sibeccai have been happy with the rule of the giants. Some have sought ways to become the equals of (if not superior to) their former masters.

The weakening ray spell was developed out of this desire to bring the Hu-Charad down a bit. It grants a caster the ability to reduce the strength of a giant to a level more in keeping with that of the sibeccai.

WEARINESS OF THE SOUL

Necromancy [Negative Energy]

Level: 6 (Simple)

Casting Time: Standard action

Range: 30 feet

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Dark energies burst from your hand, swirling and writhing like leeches. Any living creatures in the spell's area feel their energy drain away, and they become exhausted. This spell has no effect on a creature that is already exhausted.

Diminished Effects: Living creatures in the cone become merely fatigued by the spell's effect.

Heightened Effects: The cone is 60 feet long.

WEARY

Necromancy [Negative Energy]

Level: 0 (Exotic)

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your hand becomes sheathed in dark energy that you channel through a touch attack. On a successful attack, the subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued.

Heightened Effects: The spell lasts one minute per level. If you know your target's truename, the target also suffers the loss of $1d3-1$ points of Dexterity for the duration of the



spell. If used in this way, the spell takes on the truename descriptor.

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

WEB SPLAT

Conjuration (Creation)

Level: 0 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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 per level.

WEB STRAND

Conjuration (Creation)

Level: 1 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: A 1-inch-thick strand that measures 25 feet + 5 feet/two 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 lasts one minute per 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 shake and disorient the targets of this spell violently. 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.

WHISPER ZONE

Illusion (Glamer) [Sonic]

Level: 4 (Complex)

Casting Time: 1 full round

Range: Personal

Area: 5-foot-radius emanation centered on you

Duration: One hour/level (D)

This spell has no visible effect. By casting *whisper zone*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally. However, no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside the spell's area.

While in a *whisper zone*, you can still hear noises from outside it, but sound is muted. You and anyone else in the zone receive a +2 enhancement bonus on saves against sonic effects and are immune to language-dependent effects.

Diminished Effects: The spell lasts only 10 minutes per caster level. There is no bonus on saves against sonic effects.

Heightened Effects: You can choose to have the spell block all noise from entering the zone. As such, creatures within are immune to sonic effects.

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

WILD STEALTH

Transmutation [Plant]

Level: 2 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level

You gain a +5 enhancement bonus to Sneak checks when out of doors, above ground, and 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

WILDERNESS LORE

Abjuration [Plant, Sibeccai, Truename]

Level: 1 (Simple)**Casting Time:** Standard action**Range:** Touch**Targets:** One creature touched/level**Duration:** 10 minutes/level (D)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

You and the target creatures exude an amber glow that magically prevents animals from seeing, hearing, or smelling you. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the *wilderness lore* spell ends for all recipients. To cast

this spell on creatures other than yourself, you must know their truenames.

Diminished Effects: You may cast this spell only on yourself. The duration lasts 10 minutes.

Heightened Effects: You may cast this spell on creatures regardless of whether you know their truenames (if you don't, it loses that descriptor). It affects creatures within a 30-foot-radius burst of your location.

Magic Item Creation Modifier: Constant ×2

WILDSTORM OF IL-TARTHES

Evocation [Cold, Giant]

Level: 4 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Area:** Cylinder (20-foot radius, 40 feet high)**Duration:** One full round**Saving Throw:** None**Spell Resistance:** Yes

You tap into the power and fury of a blizzard. Great magical hailstones pound down for one full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A –4 penalty applies to each Listen check made within the spell's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Diminished Effects: This version of the spell deals 2d6 points of bludgeoning damage and 1d6 points of cold damage.

Heightened Effects: The spell deals 4d6 points of bludgeoning damage and 3d6 points of cold damage. The area of the spell increases to a 25-foot radius cylinder.



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 with *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 normally. 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* (see page 182), 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—it merely knows someone might be viewing it.

When creating the window, choose a place known to you for it to look into—somewhere you have been or have had described to you. To determine whether the window looks out upon the place you want it to, roll on the table above, at right.

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 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.

WINDOW TO ELSEWHERE				
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 (roll 1d20+80)	—	—	81–92	93–100

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

WINTER’S KISS

Transmutation [Plant]
Level: 3 (Complex)
Casting Time: Standard action
Range: See text
Target or Area: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

As you cast this spell, tiny shimmering leaves cover your body. You chose one of two versions of the spell as you cast it, both named after months in the faen calendar.

Flameleaf: The leaves covering your body are red and orange. Normal vegetation within Long range (400 feet + 40 feet per level) shrinks to about one-third of its normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed. At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter

circle. You may also designate portions of the area that are not affected.

Chillmoon: The leaves covering your body are brown and yellow. This version of the spell targets normal plants within a range of one-half mile, reducing their potential productivity over the course of the following year to one third below normal.

Winter's kiss counters *ritual of life* (see page 179).

This spell has no effect on plant creatures.

Diminished Effects: The range of *flameleaf* is reduced to Medium (100 feet + 10 feet per level). The range of *chillmoon* is reduced to one-fifth of a mile.

Heightened Effects: *Flameleaf* allows you to completely strip vegetation from affected areas, making it easy to create mazes or cut a clear path through heavy growth. The range of *chillmoon* increases to one mile.

WISH

Transmutation [Dragon]

Level: 9 (Exotic)

Casting Time: Standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None (see text)

Spell Resistance: Yes

This is one of the rarest of spells, and is incredibly taxing to you as the caster. Casting *wish* actually drains you of some of your memories and essence, and you lose 1,200 experience points when you complete the spell. Further, the energy of this spell must be channeled through a special focus. This focus can be as simple as a hand-carved staff or as complex as an intricate bejeweled statuette, but it must be worth at least 3,000 gp.

As you cast this spell, you can perceive images of alternate realities, some of which may be disturbing. You shift through the images, attempting to catch the one you desire with a Will save (DC 19). On a failed save, you become confused (as if affected by the *confusion* spell cast at your caster level; see page 61), and the *wish* spell fails.

Whether you cast the spell successfully or not, the focus must make a successful Fortitude save (DC 19) using your save bonus, or be shattered beyond all repair.

Successfully casting the spell lets you create nearly any type of effect. For example, a *wish* can do any of the following things.

- Duplicate any spell of 6th level or lower.
- Undo the harmful effects of many spells, including curses and enchantments.
- Grant any creature the use of a feat, even if it does not know or qualify for it, for one hour per caster level.
- Extend the duration of any other spell cast on a creature by either one day per caster level (for spells

of 3rd level or lower), one hour per caster level (4th to 6th level), or 10 minutes per caster level (7th level or higher).

- Produce any other effect whose power level seems in line with the above effects, such as a single creature automatically hitting on its next 1d6 attacks or taking a –8 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is calculated at the level of the *wish* spell.

Diminished Effects: You lose 300 XP upon casting this spell, and the Will and Fortitude saves are DC 18. The focus must be worth at least 1,000 gp, and the effects of the spell are reduced. As examples of its power, the spell can:

- Duplicate any spell of 4th level or lower.
- Undo the harmful effects of many spells, including curses and enchantments. However, because this version is weaker than the base spell, if the spell or effect is otherwise immune to dispelling, casting this version allows the victim a new saving throw instead of simply negating the spell or effect outright.
- Grant any creature the use of a feat, even if it does not know or qualify for it, for 10 minutes per caster level.
- Extend the duration of any other spell cast on a creature by either one hour per caster level (for spells of 3rd level or lower), 10 minutes per caster level (4th to 6th level), or one minute per caster level (7th level or higher).
- Produce any other effect whose power level seems in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –6 penalty on its next saving throw.

Heightened Effects: You lose 5,000 experience points upon casting this spell, and the Will and Fortitude saves are DC 20. The focus must be worth at least 5,000 gp, and there is little the spell cannot do. As examples of its power, the spell can:

- Duplicate any spell of 8th level or lower.
- Undo the harmful effects of almost any spell or effect. This includes removing injuries and afflictions. A single *wish* can aid one creature per caster level, but all subjects must be cured of the same type of affliction. A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Grant any creature the permanent use of a feat, even if it does not know or qualify for it.
- Create a valuable item, even a magic item, of up to 15,000 gp in value.
- Extend the duration of any other spell on a creature by either one week per caster level (for spells of 3rd



Wish

This is one of the most powerful spells in the game, as it has the potential to virtually change reality. Players are free to make up their own wishes that are in line with the power levels shown. In general, there are two ways to interpret such wishes: "Wishes are Tricky" and "Player Characters Are Heroes."

Under the "wishes are tricky" method, a wish is very strictly construed so as to twist and turn the wisher's intent. The phrase "be careful of what you wish for" is not merely a folk saying—it is sage advice. Thus, wishing for a mountain of gold may find the character buried alive beneath a mountain of coins, or in front of a mountain filled with gold ore but inhabited by the foulest of beasts, or even coming into possession of the same fortune that has recently vanished from the local treasury. The advantage of this method is that it dramatically limits the power of the wish spell. Some players actually enjoy working out "unbreakable" wishes, but the endless nitpicking over wording can often irritate other players.

If using the "player characters are heroes" method, the intent of the character is not twisted at all. The player character wants gold? The player character gets gold. The player wants her PC's enemy defeated? The enemy is defeated. However, when using this method, it is usually best to carefully limit the power of the spell, or its availability. The advantage to this approach is that not having to worry about wishes backfiring leads to higher player satisfaction. The disadvantage lies in players being able to achieve nearly anything they want for their characters with little or no risk or investment.

In either case, personal gaming style and the nature of the campaign should be the final determining factor in choosing how to interpret wishes.

level or lower), one day per caster level (4th to 6th level), or one hour per caster level (7th level or higher).

- Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *wishes* for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are Instantaneous, so they cannot be dispelled. Note that an inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack.
- Revive the dead. A heightened *wish* can bring a dead creature back to life by duplicating a *greater raise the dead* spell. A *wish* can revive a dead creature whose body has been destroyed, but that feat takes two heightened *wishes*—one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A heightened *wish* can lift one creature per caster level from anywhere on any plane and place them anywhere else on any plane, regardless of local conditions. An unwilling target gets a Will save to negate, and spell resistance applies.

- Undo misfortune. A heightened *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including the character's last turn). Reality reshapes itself to accommodate the new result. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate, and spell resistance applies.
- Produce any other effect whose power level seems in line with the above effects, such as a single creature automatically hitting on its next 1d12 attacks or taking a –12 penalty on its next saving throw.

A character may wish for greater effects than these, but doing so is dangerous. Such a *wish* may see a caster's request fulfilled incompletely. That is, the *wish* may pervert the character's intent into a literal but undesirable fulfillment or only a partial fulfillment.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2

WOODBANE

Transmutation [Curse, Plant]

Level: 2 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Target: One Small wooden object/level, all within a 20-foot radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The area is bathed in a bright blue glow, and the air becomes more humid. As the spell is cast, you cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons become useless. A warped melee weapon takes a –4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, and so on.

Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by *woodbane* or by other means.

You can combine multiple consecutive castings of this spell to warp (or unwarp) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects. A *remove curse* restores the object to normal if successful.

Diminished Effects: The area of the spell is only a 10-foot-radius burst.

Heightened Effects: You can warp one Medium item per level.

WORDS OF UNDOING

Abjuration [Dragon, Giant, Positive Energy]

Level: 6 (Exotic)

Casting Time: One minute

Range: Close (25 feet + 5 feet/two levels)

Targets: Up to one creature per level, all within 30 feet of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

As this spell is cast, your body takes on a white and green glow that leaps into your targets, outlining them from head to foot. This glow can free victims from enchantments, transmutations, and curses. *Words of undoing* can reverse even Instantaneous effects.

For each such effect, you make a caster power check (with a maximum caster level bonus of +15) against DC 11 + the caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell or effect is one that cannot be dispelled by *dispel magic*, *words of undoing* works only if that spell is 5th level or lower, or states in its description that it is subject to this spell.

Should the effect come from a permanent magic item, *words of undoing* does not remove the curse from the item, but it does free the victim from the item's effects.

If you know the truename of the target, you receive a +2 morale bonus to your caster power check. If you know the truename of the creature who created the effect you are trying to break, the effect's caster level is halved (round down) for the purpose of you making a successful caster power check.

You may have up to six assistants help you cast the spell. They do not need to know *words of undoing* in order to assist you. Instead, while you are casting it, they each must cast one spell per round from the abjuration school or one that has the dragon, giant, or positive energy descriptors. You receive an enhancement bonus to your effective caster level equal to one-third the caster level of each assistant who helps you cast this spell.

Diminished Effects: You may only target one creature, and the spell has a range of Touch.

Heightened Effects: The spell negates effects of 6th level or lower that cannot be dispelled by *dispel magic*. Further, there is no maximum to the caster level bonus you can add to your caster power check.

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

WRATH OF AGES

Enchantment (Compulsion) [Mind-Affecting, Psionic]

Level: 8 (Exotic)

Casting Time: One hour

Range: Close (25 feet + 5 feet/two levels)

Target: One location (up to a 10-foot cube/level) or one object

Duration: One day/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

Casting this spell is extremely arduous. During the entire hour it takes to cast it, you find yourself filled with increasingly wrathful feelings toward your intended target. While you chant the incantations of *wrath of ages*, dark red power emanates from your body, increasing in intensity as the spell nears completion. At the end of casting, you must make a Concentration check (DC 25) or the spell fails.

Upon successful completion of the spell, you cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular ethos, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the ethos to be repelled must be specifically named. Thus, "humans" could not be warded against, but "anyone from the village of Yis" could be. Similarly, merely stating "anyone who follows the ways of magic" would not be clear, but "any disciples of the Eku the Mad" would.

Creatures of the designated kind or ethos feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell remains in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels rather uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points, and it takes a –4 penalty on Concentration checks.

Diminished Effects: The spell takes 10 minutes to cast and lasts two hours per level. Upon completion, you must make a Concentration check (DC 20) or the spell fails. Creatures who make their saving throws suffer no ill effects.

Heightened Effects: This spell takes eight full hours to cast and lasts for one week per caster level. Upon completion, you must make a Concentration check (DC 30) or the spell fails. Creatures who make their saving throws have their Constitution and Dexterity scores reduced by 4 each, and take a –4 penalty on all skill checks.

Magic Item Creation Modifiers: Constant ×2, single-use ×3, spell-completion ×2



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

You can cast this spell 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*; see page 135)—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 [Faen]

Level: 5 (Exotic)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two 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: Charged $\times 1.5$, constant $\times 3$, single-use $\times 1.5$, spell-completion $\times 1.5$

ZONE OF TRUTH

Enchantment (Compulsion) [Mind-Affecting, Psionic]

Level: 2 (Simple)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Area: 20-foot-radius emanation

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

It is believed that this spell originated as a faen party game. Creatures would enter the zone and be forced to tell the truth in response to ridiculous questions. The area of the spell is typically filled with a bright light. Creatures within the emanation (or those who enter it) can't speak any delib-

erate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures that leave the area are free to speak as they choose. The spell cannot be used to make a creature reveal its truename or to break any oath.

Diminished Effects: The spell affects only a 10-foot square. The duration is reduced to 1 round per level.

Heightened Effects: Creatures have a difficult time even bending the truth under the spell's effects. In order to provide an evasive answer or avoid answering a question outright, the creature must succeed on a separate Will save. Once a question has been saved against (successfully or otherwise), the creature need not make another save for that question.

Magic Item Creation Modifier: Constant $\times 2$

APPENDIX

Name Conversions and Monsters

“Arcana by any name is better than no arcana at all.” —Mojh adage.



Using this *Spell Treasury* in your existing campaign is easy. Regardless of whether your game currently uses the core rules or you have expanded your play through *Monte Cook's Arcana Evolved*, this book of spells provides some new ideas and fresh looks at many magical favorites.

CONVERSIONS OF SPELL NAMES

Many of the spells in this book originated as System Reference Document spells for the core rules. Their new forms in this book, as well as the changes they have undergone, have earned a number of them new names. The list here cross-references the old names with the new, to help you find the core rules converted spells quickly.

Note that all-new spells original to the *Spell Treasury*, as well as those converted from sources other than the SRD, do not appear in this list.

Core Rules Name	Spell Treasury Name
Acid Fog	Corrosive Mists
Acid Splash	—
Aid	—
Air Walk	Aerial Step
Alarm	—
Alter Self	Altered Shape
Analyze Dweomer	—
Animal Growth	Animal Evolution
Animal Messenger	—
Animal Shapes	Form of the Beast
Animal Trance	Feral Song
Animate Objects	Touch of Elan
Animate Plants	Green Walk
Animate Rope	—
Antilife Shell	—
Antipathy	Wrath of Ages
Antiplant Shell	—
Arcane Eye	Eye of the Dragon
Arcane Mark	Arcana Inscribed
Arcane Sight	Arcane Sight (Lesser)
Arcane Sight, Greater	Arcane Sight (Greater)
Astral Projection	Soul Walk
Atonement	Purge
Augury	—
Awaken	Quickening
Baleful Polymorph	—
Bane	—
Banishment	—
Bear's Endurance	Bear's Endurance (Lesser)
Bear's Endurance, Mass	Bear's Endurance (Greater)
Bestow Curse	—
Big Clenched Fist	Master's Wrath
Big Crushing Hand	Master's Fury
Big Forceful Hand	Master's Edict
Big Grasping Hand	Master's Hold
Big Interposing Hand	Master's Ward

Core Rules Name	Spell Treasury Name
Binding	Ritual of Binding
Blade Barrier	Flashing Death
Blasphemy	Inquisitor's Fury
Bless	—
Bless Water	Goodwater
Bless Weapon	Goodweapon
Blight	Ritual of Despair
Blindness/Deafness	Deprivation
Blink	Starfade
Break Enchantment	Words of Undoing
Bull's Strength	Bull's Strength (Lesser)
Bull's Strength, Mass	Bull's Strength (Greater)
Burning Hands	Fire Fan
Call Lightning	Storm Fury
Calm Animals	Calm the Beast
Calm Emotions	Peace
Cat's Grace	Cat's Grace (Lesser)
Cat's Grace, Mass	Cat's Grace (Greater)
Chain Lightning	—
Changestaff	—
Chaos Hammer	Soul Fire
Charm Person/Monster, Mass	Aura of Trust
Chill Metal	Hoarfrost
Chill Touch	Chill the Soul
Cloak of Chaos	Oath Cloak
Clone	—
Cloudkill	Vapors of Death
Color Spray	Color Fan
Command Plants	—
Commune	Questing Soul
Commune With Nature	—
Comprehend Languages	—
Cone of Cold	Snow Breath
Confusion	—
Consecrate/Desecrate	Oathlands
Contact Other Plane	Lore Quest
Contagion	—
Contingency	Temporal Warding
Control Water	—
Create Water	—
Creeping Doom	Nature's Ire
Dancing Lights	Faen Glow
Daylight	Day's Light
Death Knell	Death Touch
Death Ward	—
Deathwatch	Blood's Truth
Demand	—
Detect Animals or Plants	—
Detect Snares and Pits	Dangersense
Dimensional Anchor	Prohibitus (Lesser)

Core Rules Name	Spell Treasury Name
Dimensional Lock	Prohibitus (Greater)
Diminish Plants	Winter's Kiss
Discern Lies	Gaze of the Sibeccai
Discern Location	—
Dismissal	—
Displacement	—
Disrupt Undead	—
Disrupting Weapon	—
Divine Favor	Vow
Draw's Instant Summons	Materia Bond
Dream	Dreamwalk
Eagle's Splendor	Eagle's Splendor (Lesser)
Eagle's Splendor, Mass	Eagle's Splendor (Greater)
Earthquake	Giant's Fury
Endure Elements	—
Energy Drain	Mortal Bane (Greater)
Enervation	Mortal Bane (Lesser)
Enlarge Person	Form of the Master (Lesser)
Enlarge Person, Mass	Form of the Master (Greater)
Entangle	—
Enthrall	Piper's Walk
Entropic Shield	Cloak of Diversion
Erase	—
Eva's Black Tentacles	Tangle Void
Expeditious Retreat	Oath of Speed
Explosive Runes	—
Eyebite	Hexing Gaze
Faerie Fire	Faen Fires
False Life	Nimbus of Health
False Vision	—
Find the Path	Spirit of the Wanderer
Find Traps	Hunter's Boon
Fire Seeds	—
Fire Shield	Shield of Flame and Frost
Flame Arrow	—
Flame Strike	Inferno
Flaming Sphere	—
Flare	Flash
Flesh to Stone/Stone to Flesh	Secret of Stone
Fog Cloud	Mist Bank
Forbiddance	Seal Arcana
Forcecage	—
Foresight	Timelore
Fox's Cunning	Fox's Cunning (Lesser)
Fox's Cunning, Mass	Fox's Cunning (Greater)
Freedom	—
Freedom of Movement	—
Gaseous Form	—
Geas/Quest	Oathbind (Greater)
Geas/Quest, Lesser	Oathbind (Lesser)



Core Rules Name	Spell Treasury Name
Ghoul Touch	Grave Touch
Giant Vermin	—
Glibness	Sweet Honey
Glitterdust	Faen Motes
Globe of Invulnerability	Warding Arcana
Glyph of Warding	Glyph of Warding (Lesser)
Glyph of Warding, Greater	Glyph of Warding (Greater)
Good Hope	Elan
Goodberry	Terrakal's Bounty
Grease	Slips
Guards and Wards	Ritual of the Mists
Guidance	Warrior's Competence
Hallow/Unhallow	Hallowed Earth
Halt Undead	Living Edict
Harm	Fury
Haste	Battlespeed
Heat Metal	—
Helping Hand	Master's Summons
Heroes' Feast	—
Heroism	—
Hide From Animals	Wilderness Lore
Hide From Undead	Grave Ward
Hold Animal/Monster/Person	Bonds Arcane (Lesser)
Hold Person/Monster, Mass	Bonds Arcane (Greater)
Hypnotic Pattern	Mojh Eye
Ice Storm	Wildstorm of Il-Tarthes
Imbue With Spell Ability	Arcana Evolved
Incendiary Cloud	Burning Mists
Inflict Light Wounds	Pain Touch (Lesser)
Inflict Serious Wounds	Pain Touch (Greater)
Insanity	—
Insect Plague	Devouring Swarm
Iron Body	Oreskin
Jump	—
Keen Edge	Warrior's Edge
Know Direction	Sun Bond
Leo's Secret Chest	Trove
Leo's Secure Shelter	Warrior's Shelter
Leo's Tiny Hut	Haven
Leo's Trap	Phantom Trap
Limited Wish/Wish	Wish
Lullaby	Song of Sleep
Magic Fang	Enchanted Strike
Magic Jar	Soul Exchange
Magic Missile	—
Magic Stone	Pebble
Magic Vestment	Magic Armor (Greater)
Mark of Justice	Oath of Loyalty
Maze	Slassan Warren
Mel's Acid Arrow	Acid Arrow

Core Rules Name	Spell Treasury Name
Meld Into Stone	—
Meteor Swarm	Vengeance of Spheres
Mind Blank	—
Mind Fog	Mists of Befuddlement
Mirror Image	—
Mord's Magnificent Mansion	Hallowed Halls
Mount	Miracle Mount
Move Earth	—
Nightmare	—
Nyst's Magic Aura	False Trove
Open/Close	Brass Claw
Otil's Freezing Sphere	Freezing Sphere
Otto's Irresistible Dance	Rapturous Dance
Owl's Wisdom	Owl's Wisdom (Lesser)
Owl's Wisdom, Mass	Owl's Wisdom (Greater)
Pass Without Trace	Hunter's Walk
Phantasmal Killer	Id Beast
Phantom Steed	—
Plant Growth	Ritual of Life
Polar Ray	Piercing Ice
Polymorph Any Object	—
Power Word Blind/Stun/Kill	Castigation
Prayer	Melee Arcana
Prestidigitation	—
Prismatic Wall/Sphere/Spray	Prismatic Arcana
Project Image	Illusion of Self
Protection From Arrows	Missile Ward
Protection From Chaos/	Magic Ward
Good/Evil/Law	—
Protection From Spells	—
Prying Eyes	Scout's Eyes
Purify Food and Drink	—
Pyrotechnics	Secret of Flame
Quench	—
Rage	Unbridled Rage
Rainbow Pattern	—
Ray of Enfeeblement	Weakening Ray
Ray of Exhaustion	Exhausting Ray
Reduce Animal/Person	Master's Reduction (Lesser)
Reduce Animal/Person, Mass	Master's Reduction (Greater)
Refuge	—
Reincarnate	—
Remove Fear	—
Remove Paralysis	Infusion of Will
Repel Metal/Stone/Wood	Repel Matter
Repel Vermin	Vermin Purge
Repulsion	—
Reverse Gravity	—
Rope Trick	Hunter's Shelter
Rusting Grasp	—



Core Rules Name	Spell Treasury Name
Scare	Bonemask
Scintillating Pattern	Spirit Colors
Screen	Mind Screen
Sculpt Sound	Art of Sound
Searing Light	Searing Blast
Sending	—
Sepia Snake Sigil	Stasis Trap
Sequester	Sleep of Ages
Shadow Walk	—
Shambler	Feral Walker
Shatter	—
Shillelagh	Cluatta
Snare	—
Solid Fog	Grasping Mists
Song of Discord	Discordant Chord
Sound Burst	—
Spectral Hand	—
Spider Climb	Cliffwalker
Spike Growth/Stones	Earthbond
Spiritual Weapon	Soul Weapon
Status	—
Stinking Cloud	Choking Mists
Stone Tell	Earthspeak
Storm of Vengeance	Storm of the Master's Vengeance
Summon Swarm	Vermin Infestation
Sunbeam	Kozo Strike
Sunburst	Kozo Blast

Core Rules Name	Spell Treasury Name
Sympathetic Vibration	—
Teleportation Circle	—
Ten's Floating Disc	Floating Disk
Time Stop	Temporatorium
Touch of Fatigue	Weariness
Touch of Idiocy	Idiocy
Transmute Metal to Wood	Vengeance of Nature
Transmute Mud to Rock/Rock to Mud	Earthtrick
Transport via Plants	Arboreal Leap
Tree Shape	—
True Seeing	Lion's Eye
Unseen Servant	—
Vampiric Touch	Touch of the Vampire
Veil	Delusion
Ventriloquism	—
Vision	True Lore
Wall of Fire	Curtain of Flame
Warp Wood	Woodbane
Water Walk	Water Walking
Waves of Exhaustion	Weariness of the Soul
Wood Shape	Shape Wood
Zone of Silence	Whisper Zone
Zone of Truth	—

MONSTERS

The spells in this book reference a few ancient beasts of legend: the creatures of the mist, feral walkers, and treewardens. Of these, feral walkers and treewardens do not typically appear naturally any more, but a few can still exist in a campaign. Perhaps a caster summoned one and the spell went awry, releasing the creature into the world. . . .

CREATURE OF THE MIST TEMPLATE

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, creatures of the mist are “born” with the instincts, intelligence, and personality of the creatures they mimic. They look like misty or smoky versions of other creatures—a griffon made of vapor, a cloud shaped like a harrid, 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/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 opposed roll, 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 the one listed below.

Mist Form (Su): The creature of the mist is permanently in a gaseous form, similar to the spell of the same name (see page 99), as cast by a 7th-level magister. Thus, it is insubstantial, misty, and translucent. It has damage reduction 10/magic (or 10/+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

Skills: Creatures of the mist receive a +10 racial bonus to Hide and Move Silently checks. Otherwise its 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

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, become 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 doors, 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 –1/–13**Initiative:** +5**Speed:** Fly 60 feet (perfect) (12 squares)**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)**Face/Reach:** 10 feet × 20 feet/10 feet
(Space/Reach: 10 feet /5 feet)**Special Attacks:** Poison, improved grab, snatch, choke, blind**Special Qualities:** Darkvision 60 feet, low-light vision, immunity to paralysis and sleep, scent, 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, Search +5, Sneak +20*, Spot +15***Feats:** Ability Focus (poison), Alertness, Flyby Attack, Multiattack***Environment:** Temperate and warm forest, hills, and mountains**Organization:** Solitary, pair, or flight (3–6)**Challenge Rating:** 6**Treasure:** Standard**Advancement:** 8–10 HD (Huge); 11–21 HD (Gargantuan)**Level Adjustment:** —

* Includes a racial bonus or is a bonus feat

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.

See the spells *control creature of the mist* (page 62), *create creature of the mist* (various, page 63), and *master creature of the mist* (page 138).

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 spell of the same name (page 99), as cast by a 7th-level magister. Thus, it is insubstantial, misty, and translucent. It has damage reduction 10/magic (or 10/+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.

FERAL WALKER**Large Plant****Hit Dice:** 10d8+20 (65 hp), dying/dead -2/-15**Initiative:** +1**Speed:** 25 feet, swim 15 feet**Armor Class:** 21 (-1 size, +1 Dexterity, +11 natural),
touch 10, flat-footed 20**Base Attack/Grapple:** +7/+17**Attack:** Slam +13 melee (2d6+6)**Full Attack:** 2 slams +13 melee (2d6+6)**Face/Reach:** 10 feet × 10 feet/10 feet

(Space/Reach: 10 feet/10 feet)

Special Attacks: Improved grab, constrict 2d6+9, cause fear, earthpain**Special Qualities:** Darkvision 60 feet, resistance to fire 20, electricity 20, low-light vision, plant traits**Saves:** Fort +9, Ref +5, Will +7**Abilities:** Str 22, Dex 12, Con 15, Int 9, Wis 12, Cha 9**Skills:** Listen +6, Sneak +7*, Survival +6**Feats:** Iron Will, Power Attack, Weapon Focus (slam), Track**Environment:** Temperate marshes (see text)**Organization:** 1d4 +2 (see text)**Challenge Rating:** 8**Treasure:** None (see text)**Advancement:** None (see text)**Level Adjustment:** None (see text)** Includes a racial bonus*

Feral walkers never appear naturally, but are instead magical creations brought into existence by the spell of the same name. At rest, they appear to be large masses of rotting vegetation, twigs, and moss. However, when active, a feral walker stands upright like a giant, with dark red eyes and craggy toothlike protrusions surrounding its maw. Its arms, legs, and body appear to be a structure of woven branches draped with rotting leaves and moss. These creatures are intelligent and carnivorous.

A feral walker is about 7 to 8 feet tall when it stands, although a few have been spotted as large as 10 feet in height. They easily weigh in excess of 3,000 lbs.

See the spell *feral walker* (see page 87).

COMBAT

The feral walker slams into its opponents with its massive arms. It can also attempt to constrict its foes.

Improved Grab (Ex): To use this ability, a feral walker must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): Feral walkers deal 2d6+9 points of damage with a successful grapple check.

Cause Fear (Su): Creatures struck by a feral walker may be overcome by the ferocity of nature brought to life. Such creatures must make a Will save (DC 16) or become fright-



ened for 1d12+10 rounds. Frightened characters are shaken (-2 penalty on attack rolls, saving throws, skill checks, and ability checks) and flee from the source of their fear as quickly as they can. They can choose the path of their flight. Once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again.

Characters unable to flee can fight (though they remain shaken). If a creature makes its save against fear, it will not have to make further saves against that particular feral walker's fear effects for 24 hours. This is a mind-affecting fear effect (caster level 10th).

Earthpain (Su): A creature who fails its Will save against the feral walker's cause fear ability also suffers from its inherent fury. Such a creature takes an additional 1d4 points of damage from the feral walker's touch (including the attack that caused the fear in the first place). If grappled, a creature that has failed its save takes 2d4 points of damage per round of the grapple. This is a psionic effect.

***Skills:** Feral walkers have a +4 racial bonus on Sneak checks. If in a swampy or forested area this bonus increases to +10.

TREWARDEN**Huge Plant****Hit Dice:** 8d8+32 (68 hp), dying/dead –4/–19**Initiative:** +0**Speed:** 30 feet**Armor Class:** 21 (–2 size, +13 natural), touch 8, flat-footed 21**Base Attack/Grapple:** +6/+22**Attack:** Slam +12 melee (2d6+8) or two-fisted slam +12 melee (2d6+12)**Full Attack:** Slam +12/+12 melee (2d6+8) or two-fisted slam +12 melee (2d6+12)**Face/Reach:** 10 feet × 10 feet/15 feet (Space/Reach 10 feet/15 feet)**Special Attacks:** Double damage against objects, rouse plants**Special Qualities:** Fire vulnerability, half damage from piercing, low-light vision, plant traits**Saves:** Fort +10, Ref +2, Will +7**Abilities:** Str 27, Dex 10, Con 19, Int 19, Wis 16, Cha 13**Skills:** Knowledge (nature) +14*, Knowledge (any one) +12, Listen +14, Sneak +17*, Spot +14**Feats:** Iron Will, Light Sleeper, Power Attack, Trample***Environment:** Any Forest**Organization:** Solitary**Challenge Rating:** 8**Treasure:** Standard**Advancement:** 8–16 (Huge); 17–21 (Gargantuan)**Level Adjustment:** N/A

* Includes a racial bonus or is a bonus feat

The faen say that in ages past, the deepest forests were protected by rare guardians of the woods—the treewardens. These creatures exist now only in memory, but the faen relate that they looked as much like massive trees as they did humanoids. A treewarden's entire body is covered with a thick, barklike skin, and it sprouts a leafy covering where others have hair.

Treewardens speak their own language plus Faen.

See the spell *changestaff* (see page 52).

COMBAT

Treewardens are methodical in combat, choosing their opponents carefully. Though peaceful creatures, when roused to action they are ruthless in picking out a single foe and finishing it off before moving on to the next target. Using their natural ability to blend in with a forest backdrop, they will often attack by surprise, trampling their foes and smashing them. They can either swing twice with their mighty fists or clench both fists together for a single devastating two-fisted attack. As their two-fisted attack counts as attacking with a two-handed weapon, they often use this tactic with their Power Attack feat against lightly armored foes.

Double Damage Against Objects (Ex): Treewardens that make a full attack against an object or structure deal



double damage. They often use their two-fisted slam attack on solid objects or structures.

Rouse Plants (Su): The treewarden can animate plants (as the spell *green walk*; see page 108) at will (caster level 20th).

Fire Vulnerability (Ex): A treewarden takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Half Damage From Piercing (Ex): Piercing weapons deal only half damage to treewardens, with a minimum of 1 point of damage.

***Skills:** Treewardens have a +14 racial bonus on Sneak checks made in forested areas and a +2 racial bonus on Knowledge (nature) checks.



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Requires the use of the *Dungeons & Dragons*® Third Edition Core Books, published by Wizards of the Coast®. Requires the use of *Monte Cook's Arcana Evolved*, published by Malhavoc Press. Free bonus material at www.montecook.com.

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