**SHADOW CONJURATION**

**School** illusion (shadow); **Level** bard 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** see text

**Effect** see text

**Duration** see text

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#_will) disbelief (if interacted with); varies; see text; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#_spell-resistance) yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration*can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

*Shadow conjurations*are only one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjurations*to be real are affected by them at full strength. Any creature that interacts with the spell can make a [Will](http://paizo.com/pathfinderRPG/prd/combat.html#_will) save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a [Will](http://paizo.com/pathfinderRPG/prd/combat.html#_will) save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration*'s level (4th) rather than the spell's normal level. In addition, any effect created by *shadow conjuration*allows [spell resistance](http://paizo.com/pathfinderRPG/prd/glossary.html#_spell-resistance), even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's [AC](http://paizo.com/pathfinderRPG/prd/combat.html#_armor-class) bonuses are just one-fifth as large.

A creature that succeeds on its save sees the *shadow conjurations*as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their [Will](http://paizo.com/pathfinderRPG/prd/combat.html#_will) saves against this spell.

**CRUSHING HAND**

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

This spell functions as [*interposing hand*](http://paizo.com/pathfinderRPG/prd/spells/interposingHand.html#_interposing-hand), except that it can also grapple one opponent as [*grasping hand*](http://paizo.com/pathfinderRPG/prd/spells/graspingHand.html#_grasping-hand). Its [CMB](http://paizo.com/pathfinderRPG/prd/combat.html#_combat-maneuver-bonus) and [CMD](http://paizo.com/pathfinderRPG/prd/combat.html#_combat-maneuver-defense) for grapple checks use your caster level in place of its base attack bonus, with a +12 bonus for its [Strength](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_strength) score (35) and a +1 bonus for being Large (its [Dexterity](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) is 10, granting no bonus to the [CMD](http://paizo.com/pathfinderRPG/prd/combat.html#_combat-maneuver-defense)). A*crushing hand*deals 2d6+12 points of damage on each successful grapple check against an opponent. The *crushing hand* can instead be directed to bull rush a target (as [*forceful hand*](http://paizo.com/pathfinderRPG/prd/spells/forcefulHand.html#_forceful-hand)), using the same bonuses outlined above, or it can be directed to interpose itself, as [*interposing hand*](http://paizo.com/pathfinderRPG/prd/spells/interposingHand.html#_interposing-hand) does.

**GRASPING HAND**

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

This spell functions as [*interposing hand*](http://paizo.com/pathfinderRPG/prd/spells/interposingHand.html#_interposing-hand), except that it can also grapple one opponent you select. The *grasping hand* gets one grapple attack per round. This attack does not provoke an attack of opportunity. Its [CMB](http://paizo.com/pathfinderRPG/prd/combat.html#_combat-maneuver-bonus) and [CMD](http://paizo.com/pathfinderRPG/prd/combat.html#_combat-maneuver-defense) for grapple checks use your caster level in place of its base attack bonus, with a +10 bonus for its [Strength](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_strength) (31) score and a +1 bonus for being Large (its [Dexterity](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) is 10, granting no bonus on the [Combat Maneuver Defense](http://paizo.com/pathfinderRPG/prd/combat.html#_combat-maneuver-defense)). The hand holds but does not harm creatures that it grapples. Directing the spell to a new target is a move action. The *grasping hand* can instead be directed to bull rush a target, using the same bonuses outlined above, or it can be directed to interpose itself, as [*interposing hand*](http://paizo.com/pathfinderRPG/prd/spells/interposingHand.html#_interposing-hand) does

**INTERPOSING HAND**

**School** evocation [force]; **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, F (a soft glove)

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

**Effect** 10-ft. hand

**Duration** 1 round/level (D)

**Saving Throw** none; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#_spell-resistance) yes

*Interposing hand*creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 [AC](http://paizo.com/pathfinderRPG/prd/combat.html#_armor-class)) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of [*darkness*](http://paizo.com/pathfinderRPG/prd/spells/darkness.html#_darkness)*,*[invisibility](http://paizo.com/pathfinderRPG/prd/spells/invisibility.html#_invisibility)*,* polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An *interposing 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 is [AC](http://paizo.com/pathfinderRPG/prd/combat.html#_armor-class) 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a [*wall of force*](http://paizo.com/pathfinderRPG/prd/spells/wallOfForce.html#_wall-of-force)or enter an [*antimagic field*](http://paizo.com/pathfinderRPG/prd/spells/antimagicField.html#_antimagic-field), but it suffers the full effect of a[*prismatic wall*](http://paizo.com/pathfinderRPG/prd/spells/prismaticWall.html#_prismatic-wall)or [*prismatic sphere*](http://paizo.com/pathfinderRPG/prd/spells/prismaticSphere.html#_prismatic-sphere)*.*The hand makes saving throws as its caster.

[*Disintegrate*](http://paizo.com/pathfinderRPG/prd/spells/disintegrate.html#_disintegrate)or a successful [*dispel magic*](http://paizo.com/pathfinderRPG/prd/spells/dispelMagic.html#_dispel-magic)destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

Ferocleus’ Cheat Sheet

7th level spells

**Creeping Doom** (Conjuration(summoning), VS, close, 4 swarms of insects, 1rd/lvl) – Summon centipede swarms. Can direct them within 100 ft as a standard.

**Elemental Body IV** (earth only) (Transmutation [earth], VSM, personal, 1min/lvl) - +8STR, -2DEX, +4CON, +6 nat armor, immune to bleed, crits, sneak attacks, DR 5/-

6th level spells

**Antilife Shell** (Abjuration, VSDF, 1 round, 10ft radius on you, 1min/lvl, SRyes) – Animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin can’t go in the shell. Constructs, elementals, outsiders and undead are ok. **Repel Wood** (Transmutation, VS, 60ft line, 1min/lvl) – Wooden objects are forced away, dragging their owners with them. Move to loose a shield and free to drop it.

**Stoneskin** (Abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 10\*lvl dmg.

5th level spells

**Baleful Polymorph** (Transmutation(polymorph), VS, close, one creature, permanent, SRyes) – FORT or target becomes a small or tiny animal. WILL or they think they are the animal. No other polymorph effects on the target.

**Cure Critical Wounds** (Conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing

**Insect Plague** (Conjuration(summoning), VSDF, 1round, long, one swarm/3lvls, 1 min/lvl) – Summon stationary wasp swarms adjacent to each other.

**Wall of Stone** (Conjuration(creation)[earth], VSMDF, medium, stone wall of 1 5ft.square/lvl) – 1in thick/4lvls. Must merge with and be supported by existing stone, avoid entrapment of a creature by a REF.

4th level spells

**Dispel Magic** (Abjuration, VS, medium) – You know how dispel magic works

**Flame Strike** (Evocation[fire], VSDF, medium, 10ft. radius, 40ft. high, SRyes) – 1d6/lvl (REF half). 50% is fire dmg, 50% is divine dmg.

**Freedom of Movement** (Abjuration, VSMDF, personal or touch, 10min/lvl, SRyes) – no slowing me, no grappling me, move freely underwater

**Ice Storm** (Evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

**Rusting Grasp** (Transmutation, VSDF, one nonmagical ferrous object/ferrous creature) – No Magic Items, Touch armor and AC reduced by 1d6. Touch weapon, provoke an AOO, then weapon is destroyed. Deal 3d6+lvl vs. a ferrous creature.

**Spike Stones** (Transmutation [earth], VSDF, Medium, 20 ft. square/lvl, 1hr/lvl, SRyes) – Moving through the area causes people to take 1d8 dmg for each 5ft., REF or movement is reduced by half until wounds are treat by a Heal check (DC=DC of spell)

3rd level spells

**Contagion** (Necromancy [evil], living creature touched, SRyes) – FORT or disease! See Contagion Cheat Sheet for disease stat blocks.

**Poison** (Necromancy, VSDF, living creature touched, SRyes) – FORT or contract poison that deals 1d3CON per rd. for 6 rds. 1 save to cure.

**Protection from Energy** (abjuration, VSDF, creature touched, SRyes) – Absorb 120 points of energy damage

**Sleet Storm** (Conjuration(creation)[cold], VSMDF, long, cylinder 40ft radius 20ft high, 1rd/lvl) – Sleet blocks all sight, DC10 Acrobatics to move through it at ½ speed. Fail by 5 and fall.

**Stone Shape** (Transmutation, VSMDF, stone or stone object touched, 10cu.ft. + 1cu.ft./lvl) – Reshape stone to your purpose. No fine detail. 30% chance that an object with moving parts won’t work.

**Wind Wall** (Evocation[Air], VSMDF, medium, wall up to 10ft/lvl long and 5ft/lvl high, 1rd/lvl, SRyes) – Tiny + Small creatures can’t fly through, arrows and bolts are directed upwards and miss their target, other normal ranged attacks have a 30% miss chance. No gases through.

2nd level spells

**Bull’s Strength** (Transmutation, VSMDF, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

**Flaming Sphere** (Evocation[fire], VSMDF, medium, 1rd/lvl, SRyes) – Create a burning globe of fire you can move 30ft. with a move action. If it hits someone, REF or 3d6 fire dmg.

**Heat Metal** (Transmutation[fire], VSDF, close, metal equipment of one creature/2lvls w/in a 30ft. circle, 7 rounds, SRyes) – WILL or metal equipment becomes really hot. Per round dmg: 0/1d4/2d4/2d4/2d4/1d4/0. All of it fire dmg.

**Lesser Restoration** (Conjuration(healing), VS, 3rds, creature touched, SRyes) – Eliminate 1d4 ability damage and fatigue. Exhausted becomes fatigued.

**Soften Earth and Stone** (Transmutation[earth], VSDF, close, 10ft. square/lvl) – Creatures in mud must succeed on a REF or caught for 1d2 rds. Caught creatures cannot move, attack, or cast spells. Make your save and move at ½ speed and cannot run or charge. Creatures in loose dirt move at ½ speed and cannot run or charge.

**Spider Climb** (Transmutation, VSM, creature touched, 10min/lvl, SRyes) – Gains a climb speed of 20ft. and a +8 racial bonus to climb checks. Can climb upside down.

1st level spells

**Jump** (Transmutation, VSM, creature touched, 1min/lvl, SRyes) – +30 to jump checks.

**Longstrider** (Transmutation, VSM, personal, 1hr/lvl) – +10 enhancement to base speed

**Obscuring Mist** (Conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

**Magic Stone** (Transmutation, VSDF, up to 3 pebbles touched, SRyes) – 3 stones do big damage when slung. (20ft thrown, or 50ft in a sling) +1 enhancement in hit, 1d6+1 dmg (2d6+2 vs. undead)

**Pass Without Trace** (Transmutation, VSDF, one creature/lvl touched, SRyes) – Do not leave a trail when moving.

**Produce Flame** (Evocation[fire], 1min/lvl, SRyes) – Either melee touch or ranged touch. Touch deals 1d6+5 fire dmg. Every time you use a touch, duration reduces by 1 minute.

**WASP SWARM CR 3**

N Diminutive [vermin](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#_vermin) ([swarm](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#_swarm-subtype))

**Init** +1; **Senses** darkvision 60 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#_perception) +9

**DEFENSE**

**AC** 15, touch 15, flat-footed 14; (+1 Dex, +4 size)

**hp** 31 (7d8)

**Fort** +5, **Ref** +3, **Will** +3

**Defensive Abilities** [swarm traits](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#_swarm-subtype); **Immune** weapon damage

**OFFENSE**

**Speed** 5 ft., fly 40 ft. (good)

**Melee** swarm (2d6 plus [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#_poison))

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** [distraction](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#_distraction) (DC 13), [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#_poison)

**STATISTICS**

**Str** 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

**Base Atk** +5; **CMB** —; **CMD** —

**Skills** [Fly](http://paizo.com/pathfinderRPG/prd/skills/fly.html#_fly) +11, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#_perception) +9; **Racial Modifiers** +8 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#_perception)

**SQ** swarm traits, vermin traits

**SPECIAL ABILITIES**

**Poison (Ex)** Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity [damage](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#_ability-damage-and-drain); *cure* 1 save. The save DC is Constitution-based.

**Creeping Doom CENTIPEDE SWARM CR 4**

N Diminutive [vermin](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#_vermin) (swarm)

**Init** +4; **Senses** darkvision 60 ft., [tremorsense](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#_tremorsense) 30 ft.; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#_perception) +4

**DEFENSE**

**AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

**hp** 60 (9d8–9)

**Fort** +5, **Ref** +7, **Will** +3

**Defensive Abilities** swarm traits, **Immune** weapon damage

**OFFENSE**

**Speed** 30 ft., climb 30 ft.

**Melee** swarm (4d6 plus [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#_poison))

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 21), [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#_poison)

**STATISTICS**

**Str** 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

**Base** **Atk** +6; **CMB** —; **CMD** —

**Feats** [Weapon Finesse](http://paizo.com/pathfinderRPG/prd/feats.html#_weapon-finesse)B

**Skills** [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#_climb) +12, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#_perception) +4; **Racial Modifiers** +4 [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#_perception)

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex [damage](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#_ability-damage-and-drain); *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

### Contagion Cheat Sheet

**Blinding Sickness** - **Type** disease, ingested; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) DC 16

**Onset**1d3 days; **Frequency** 1/day

**Effect**1d4 [Str](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_strength) damage, if more than 2 [Str](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_strength) damage, target must make an additional Fort save or be permanently blinded;**Cure** 2 consecutive saves

**Bubonic Plague** - **Type** disease, injury or inhaled; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) DC 17

**Onset**1 day; **Frequency** 1/day

**Effect**1d4 [Con](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_constitution) damage and 1 [Cha](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_charisma-new) damage and target is fatigued;**Cure** 2 consecutive saves

**Cackle Fever** - **Type** disease, inhaled; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) DC 16

**Onset**1 day; **Frequency** 1/day

**Effect**1d6 [Wis](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_wisdom) damage;**Cure** 2 consecutive saves

**Filth Fever** - **Type** disease, injury; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) DC 12

**Onset**1d3 days; **Frequency** 1/day

**Effect**1d3 [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) damage and 1d3 [Con](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_constitution) damage;**Cure** 2 consecutive saves

**Leprosy** - **Type** disease, contact, inhaled, or injury; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) DC 12 negates, [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) DC 20 to avoid effects

**Onset**2d4 weeks; **Frequency** 1/week

**Effect**1d2 [Cha](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_charisma-new) damage;**Cure** 2 consecutive saves

**Mindfire** - **Type** disease, inhaled; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) DC 12

**Onset**1 day; **Frequency** 1/day

**Effect**1d4 [Int](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_intelligence) damage;**Cure** 2 consecutive saves

**Red Ache** -**Type** disease, injury; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) DC 15

**Onset**1d3 days; **Frequency** 1/day

**Effect**1d6 [Str](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_strength) damage;**Cure** 2 consecutive saves

**Shakes** - **Type** disease, contact; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) DC 13

**Onset**1 day; **Frequency** 1/day

**Effect**1d8 [Dex](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_dexterity) damage;**Cure** 2 consecutive saves

**Slimy Doom** - **Type** disease, contact; **Save** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) DC 14

**Onset**1 day; **Frequency** 1/day

**Effect**1d4 [Con](http://paizo.com/pathfinderRPG/prd/gettingStarted.html#_constitution) damage, target must make a second Fort save or 1 point of the damage is drain instead;**Cure** 2 consecutive saves

Pycerat’s Cheat Sheet

4th level spells

**Greater Invisibility** (Illusion(glamer), VSMDF, personal/touch, 1rd/lvl, SRyes) – Invisibility that doesn’t end when you attack.

**Phantasmal Killer** (Illusion(phantasm)[fear, mind-affecting], VS, medium, 1 living creature, SRyes) – WILL to disbelieve. Fail and FORT?3d6:dead.

**Poison** (Necromancy, VSDF, living creature touched, SRyes) – FORT or contract poison that deals 1d3CON per rd. for 6 rds. 1 save to cure.

3rd level spells

**Deep Slumber** (Enchantment(compulsion)[mind-affecting], VSM, 1 round, close, 10ft radius, 1 min/lvl, SRyes) – Like sleep, but affects up to 10HD of targets.

**Displacement** (Illusion[glamer], VM, touch, 1rd./lvl, SRyes) – 50% concealment

**Lightning Bolt** (Evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl electricity, REF half.

**Ray of Exhaustion** (Necromancy, VSM, close, ray, 1min/lvl, SRyes) – Black ray causes target to FORT or become exhausted. Successful save means target is fatigued.

2nd level spells

**Bear’s Endurance** (Transmutation, VSMDF, creature touched, 1min/lvl, SRyes) – +4 CON enhancement

**Detect Thoughts** (Divination[mind-affecting], VSFDF, 60ft. cone, concentration up to 1 min/lvl) – Like detect magic, but for thoughts. People in cone get WILL to hide their thoughts.

**Hideous Laughter** (Enchantment(compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

**Scorching Ray** (Evocation[fire], VS, close, SRyes) – 2 rays of fire, each deals 4d6 fire dmg.

**See Invisibility** (Divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

1st level spells

**Entangle** (Transmutation, VSDF, long, 40ft. radius, 1min/lvl) – REF or entangled. Must REF immediately upon entering. Break free as a move with a STR or Escape Artist check. DC=DC of the spell. Entire area is difficult terrain.

**Feather Fall** (Transmutation, V, 1 immediate action, close, one medium or smaller freefalling creature/lvl, until landing or 1rd/lvl, SRyes) – Slows down falling rate to 60ft/rd.

**Magic Missile** (Evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

**Shield** (Abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

**Shocking Grasp** (Evocation[electricity], VS, creature touched, SRyes) – 5d6 electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

**True Strike** (Divination, VF, personal) – Next attack gets a +20 insight bonus

**INCENDIARY CLOUD**

**School** conjuration (creation) [fire]; **Level** sorcerer/wizard 8

**Casting Time**1 standard action

**Components**V, S

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

**Area**cloud spreads in 20-ft. radius, 20 ft. high

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

**Saving Throw**: [Reflex](http://paizo.com/pathfinderRPG/prd/combat.html#_reflex) half, see text; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#_spell-resistance): no

An *incendiary cloud*spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a [*fog cloud*](http://paizo.com/pathfinderRPG/prd/spells/fogCloud.html)does. In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make [Reflex](http://paizo.com/pathfinderRPG/prd/combat.html#_reflex) saves each round to take half damage.

As with a [*cloudkill*](http://paizo.com/pathfinderRPG/prd/spells/cloudkill.html#_cloudkill)spell, the smoke moves away from you at 10 feet per round. Figure out the smoke'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. By concentrating, 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, reducing the remainder's spread thereafter.

As with [*fog cloud*](http://paizo.com/pathfinderRPG/prd/spells/fogCloud.html), wind disperses the smoke, and the spell can't be cast underwater.

**FLESH TO STONE**

**School** transmutation; **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (lime, water, and earth)

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

**Target** one creature

**Duration** instantaneous

**Saving Throw** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#_fortitude) negates; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#_spell-resistance) yes

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) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.