

## Devourer's Prey (Haunt)

### Acid Arrow

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (rhubarb leaf and an adder's stomach), F (a dart)

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

**Effect** one arrow of acid

**Duration** 1 round + 1 round per three levels

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

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

## Animated Statue of Nethys (Adv Graven Guardian) (Tier 4-5 only)

### Faith Bound (Su)

A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

### Familiarity (Su)

The graven guardian gains a +2 bonus on attack rolls against any creature it attacked in the past round.

### Magic Weapon (Su)

A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

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### Haste (1/day) self only

**School** transmutation; **Level** bard 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a shaving of licorice root)

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

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

**Duration** 1 round/level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the

situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, 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.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase 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. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

## Devourer of Reason's Sorcerer Spells

### Black Motes (Sp) (7/day)

As a standard action, the Devourer of Reason can summon a rain of tiny meteorites that fall in a 5-foot column, 30 feet high, with a range of 30 feet. The meteors deal 1d4+1 points of cold damage (DC 15 Reflex negates). **The meteors deal 1d4+2 points of cold damage (DC 16 Reflex negates).**

### Bloodline Arcana (Su)

Whenever the Devourer of Reason casts an evocation spell, it may select one affected target that fails its save to suffer the choking airlessness of the void, silencing it (as *silence*, but affecting only the target) for 1 round.

#### **Silence**

**School** illusion (glamer); **Level** bard 2, cleric 2

**Casting Time** 1 round

**Components** V, S

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

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

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

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

*Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.*

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1st 6/day (7/day)

2nd (5/day)

### Acid Arrow

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (rhubarb leaf and an adder's stomach), F (a dart)

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

**Effect** one arrow of acid

**Duration** 1 round + 1 round per three levels

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

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

### Acid Splash

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one missile of acid

**Duration** instantaneous

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

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

### Dancing Lights

## Detect Magic

### Disguise Self

**School** illusion (glamer); **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

### Glitterdust (DC 16)

**School** conjuration (creation); **Level** bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (ground mica)

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

**Area** creatures and objects within 10-ft.-radius spread

**Duration** 1 round/level

**Save** Will negates (blinding only); **SR** no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

### Mage Armor

### Mage Hand

**School** transmutation; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one nonmagical, unattended object weighing up to 5 lbs.

**Duration** concentration

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

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

### Magic Missile (DC 16 or Silence)

**School** evocation [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Targets** up to five creatures, no two of which can be more than 15 ft. apart

**Duration** instantaneous

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

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 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 shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

### Message

**School** transmutation [language-dependent];

**Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, F (a piece of copper wire)

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

**Targets** one creature/level

**Duration** 10 min./level

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

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

### Ray of Frost (DC 16 or *Silence*)

**School** evocation [cold]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

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

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

### Scorching Ray (DC 16 or *Silence*)

**School** evocation [fire]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one or more rays

**Duration** instantaneous

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

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

### Shocking Grasp (DC 16 or *Silence*)

**School** evocation [electricity]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature or object touched

**Duration** instantaneous

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

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

### Unseen Servant

**School** conjuration (creation); **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (a piece of string and a bit of wood)

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

**Effect** one invisible, mindless, shapeless servant

**Duration** 1 hour/level

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

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base 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 takes 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.

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## **Burning Hands. Wand of (16 charges) (DC 15)**

**School** evocation [fire]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

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

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames 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.

## **Invisibility, potion of**

**School** illusion (glamer); **Level** bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (an eyelash encased in gum arabic)

**Range** personal or touch

**Target** you or a creature or object weighing no more than 100 lbs./level

**Duration** 1 min./level (D)

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

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render

the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

*Invisibility* can be made permanent (on objects only) with a *permanency* spell.

## **Protection From Arrows, Wand of (8 charges)**

**School** abjuration; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, F (a piece of tortoiseshell or turtle shell)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level or until discharged

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

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

## **Web, Scroll of (x2) (DC 16)**

**School** conjuration (creation); **Level** sorcerer/wizard 2



**Casting Time** 1 standard action

**Components** V, S, M (spider web)

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

**Effect** webs in a 20-ft.-radius spread

**Duration** 10 min./level (D)

**Saving Throw** Reflex negates; see text; **Spell**

**Resistance** no

*Web* creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears.

Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A *flaming weapon* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

*Web* can be made permanent with a *permanency* spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

### **Lesser Elemental Metamagic Rod (cold)**

#### **Metamagic , Elemental**

**Aura** strong (no school); **CL** 17th

**Slot** none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500

gp (greater); **Weight** 5 lbs.

**Description**

*Each elemental metamagic rod is built with the power to control and transform a specific energy type (acid, cold, electricity, or fire). The wielder can cast up to three spells per day that deal damage of the rod's energy type instead of the spell's normal damage type, as though using the Elemental Spell feat. For example, an elemental metamagic rod (cold) always makes spells deal cold damage.*

**Construction Requirements** Craft Rod, Elemental Spell; (lesser), 5,500 gp (normal), 12,250 gp (greater) **Cost** 1,500 gp

#### **Metamagic Rods**

*Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell-like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.*

*Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for quicken metamagic rods, which can be used as a swift action).*

**Lesser and Greater Metamagic Rods:** *Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.*