

Icebound Outpost Spells, etc.

Snare (Trap)

School transmutation; **Level** druid 3, ranger 2

Casting Time 3 rounds

Components V, S, DF

Range touch

Target touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

Duration Until triggered or broken

Saving Throw none; **Spell Resistance** no

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (DC 23 Perception check for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

Haunt

Chill Touch (Haunt)

School necromancy; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Targets creature or creatures touched (up to one/level)

Duration instantaneous

Saving Throw Fortitude partial or Will negates; see text; **Spell Resistance** yes

A touch from your hand, which glows with blue energy, 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 Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

Ice Storm (Haunt)

School evocation [cold]; **Level** druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (dust and water)

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

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Graestos (Druid)

Barkskin

School transmutation; **Level** druid 2, ranger 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target living creature touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** yes (harmless)

Barkskin toughens a creature's skin.

The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Call Lightning (DC 16)

School evocation [electricity]; **Level** druid 3

Casting Time 1 round

Components V, S

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

Effect one or more 30-ft.-long vertical lines of lightning

Duration 1 min./level

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

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a

whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Delay Poison (DC 15)

School conjuration (healing); **Level** bard 2, cleric 2, druid 2, paladin 2, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

Endure Elements

School abjuration; **Level** cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 24 hours

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

A creature protected by *endure elements* 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 creature's equipment is likewise protected.

Endure elements doesn't 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.

Flame Blade

School evocation [fire]; **Level** druid 2

Casting Time 1 standard action

Components V, S, DF

Range 0 ft.

Effect sword-like beam

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Know Direction

School divination; **Level** bard 0, druid 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north 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.

Obscuring Mist

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

Casting Time 1 standard action

Components V, S

Range 20 ft.

Effect cloud spreads in 20-ft. radius from you, 20 ft. high

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Produce Flame

School evocation [fire]; **Level** druid 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect flame in your palm

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Resistance

School abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M/DF (a miniature cloak)

Range touch

Target creature touched

Duration 1 minute

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

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a *permanency* spell.

Spike Growth (DC 16)

School transmutation; **Level** druid 3, ranger 2

Casting Time 1 standard action

Components V, S, DF

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

Area one 20-ft. square/level

Duration 1 hour/level (D)

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

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. Typically, *spike growth* 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 must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Magic traps are hard to detect. A character with trapfinding can use the Perception skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger). *Spike growth* can't be disabled with the Disable Device skill.

Summon Nature's Ally II

School conjuration (summoning); **Level** druid 2, ranger 2

This spell functions as *summon nature's ally I*, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally I

School conjuration (summoning); **Level** druid 1, ranger 1

Casting Time 1 round

Components V, S, DF

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as wish).

The spell conjures one of the creatures from the 1st Level list on Table 10–2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Cathixia Rarikos (Wizard)

Scroll Blade (Su)

Cathixia can wield any paper, parchment, or cloth scroll as if it were a melee weapon, treating it as a short sword with an enhancement bonus equal to 1/2 the level of the highest-level wizard spell on the scroll; a scroll with only a cantrip or 1st-level spell on it counts as a masterwork short sword. She is proficient with this weapon, and feats and abilities that affect short swords apply to this weapon. She cannot wield two scroll blades at the same time.

Activating this ability is a free action. A scroll blade only retains its abilities in the hands of the scrollmaster. The scroll blade has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful hit by the scroll blade reduces its hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed.

Scroll Shield (Su)

Cathixia can wield any paper, parchment, or cloth scroll as if it were a light wooden shield. In her hands, the scroll grants a +1 shield bonus with an enhancement bonus equal to 1/2 the level of the highest-level wizard spell on the scroll; a scroll with only a cantrip or 1st-level spell counts as a masterwork light shield. The scroll has no armor check penalty, arcane spell failure chance, or maximum Dexterity bonus. The scrollmaster is considered proficient with this scroll shield, and can use a scroll blade in one hand and a scroll shield in the other.

Activating this ability is a free action. A scroll shield only retains its abilities in the hands of the scrollmaster. The scroll shield has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful attack roll against the wizard reduces the scroll shield's hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed.

Telekinetic Fist (Sp): (1d4+1 bludgeoning) (1d4+2 bludgeoning) 6/day

As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet

as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Opposition Schools abjuration, illusion

Arcane Mark

School universal; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range touch

Effect one personal rune or mark, all of which must fit within 1 sq. ft.

Duration permanent

Saving Throw none; **Spell Resistance** no

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. 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 *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Bull's Strength

School transmutation; **Level** cleric 2, druid 2, paladin 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull)

Range touch

Target creature touched

Duration 1 min./level

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

Resistance yes (harmless)

The subject becomes stronger. 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.

Burning Hands (DC 14)

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.

Comprehend Languages

School divination; **Level** bard 1, cleric 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF (pinch of soot and salt)

Range personal

Target you

Duration 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a *permanency* spell.

Daze Monster (DC 15)

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 2

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

Target one living creature of 6 HD or less

This spell functions like *daze*, but it can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Daze

School enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a pinch of wool or similar substance)

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

Target one humanoid creature of 4 HD or less

Duration 1 round

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

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Expeditious Retreat

School transmutation; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated 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 Acrobatics skill).

Haste

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*.

Lightning Bolt (DC 16)

School evocation [electricity]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (fur and a glass rod)

Range 120 ft.

Area 120-ft. line

Duration instantaneous

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

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

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

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.

Scorching Ray

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.

See Invisibility

School divination; **Level** bard 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (talc and powdered silver)

Range personal

Target you

Duration 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a *permanency* spell.

Tongues

School divination; **Level** bard 2, cleric 4, sorcerer/wizard 3

Casting Time 1 standard action

Components V, M/DF (a clay model of a ziggurat)

Range touch

Target creature touched

Duration 10 min./level

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

Resistance no

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages.

Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* spell.

Tzizzan (Bard)

Bardic Performance: (6 rds/day) (10 rds/day)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

Countersong (Su):

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Distraction (Su):

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or

oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su):

At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Courage (Su): +1

A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Competence (Su): +2

A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

1st (2/day) (4/day)

Charm Person (DC 13)

School enchantment (charm) [mind-affecting];
Level bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked 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 person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Comprehend Languages

School divination; **Level** bard 1, cleric 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M/DF (pinch of soot and salt)
Range personal
Target you
Duration 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a *permanency* spell.

Daze (DC 12)

School enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, M (a pinch of wool or similar substance)
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature of 4 HD or less
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Expeditious Retreat

School transmutation; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated 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 Acrobatics skill).

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.

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.

Prestidigitation

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

Casting Time 1 standard action

Components V, S

Range 10 ft.

Target, Effect, or Area see text

Duration 1 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 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitations* can create small objects, but they look crude and artificial. The materials created by a *prestidigitations* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitations* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Resistance

School abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M/DF (a miniature cloak)

Range touch

Target creature touched

Duration 1 minute

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

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a *permanency* spell.

Sleep (DC 13)

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 round

Components V, S, M (fine sand, rose petals, or a live cricket)

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

Area one or more living creatures within a 10-ft.-radius burst

Duration 1 min./level

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

A *sleep* spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Sleep* does not target unconscious creatures, constructs, or undead creatures.

Leska (Ranger)

Resist Energy

School abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such

damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.