

Angazhani (High Girallons) Spells

Deeper Darkness 265 **At Will**

School evocation [darkness]; **Level** cleric 3
Duration 10 min./level (D)

This spell functions as *darkness*, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.

This spell does not stack with itself.
Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level.

Darkness 263

School evocation [darkness]; **Level** bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, M/DF (bat fur and a piece of coal)

Range touch

Target object touched

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

*This spell does not stack with itself.
Darkness can be used to counter or dispel any light spell of equal or lower spell level.*

Dimension Door 269 **At Will**

School conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

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

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object);

Spell Resistance no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also 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 be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Dispel Magic (272) **At Will**

School abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Target or Area one spellcaster, creature, or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonewall (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonewall (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonewall would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties

are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Dominates Monster 274 DC 21 (23) **3/day**

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 9

Target one creature

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

Dominates Person 274

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5

Casting Time 1 round

Components V, S

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

Target one humanoid

Duration 1 day/level

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

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all

other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a *Sense Motive* check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the *Sense Motive* skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Fear 281 DC 16 (18) 3/day

School necromancy [fear, mind-affecting]; **Level** bard 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (the heart of a hen or a white feather)

Range 30 ft.

Area cone-shaped burst

Duration 1 round/level or 1 round; see text

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

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

See Invisibility 339 Constant

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.

Tobongo Notes

Animate Trees (Sp) A tobongo can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a standard treant, gaining the treant's vulnerability to fire (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities). If the tobongo that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Curse of Barkflesh (Su)

Following a successful grapple, a tobongo can dig its spiky branches into its victim, infecting him with a foul and potent curse. Unless he succeeds at a DC 20 Fortitude save, the victim's flesh immediately begins to harden and grow uncontrollably like tree bark, and he takes 1d4 points of Dexterity damage per day until his Dexterity reaches 0. At this point, the victim turns entirely stiff, grows roots, and transforms into a new, unintelligent tree, preventing any form of resurrection short of *wish* or *miracle*.

The effect can be slowed by pruning the victim once per hour, slicing off the strange growths. Pruning inflicts 1d6 points of damage on the victim, but it negates the need to make a new Fortitude save. If the victim goes without pruning for more than an hour, the barkflesh

takes over and he must immediately make the Fortitude save for the day or suffer the Dexterity damage. The save DC is Wisdom-based.

Curse of Barkflesh: Grapple— injury; save Fort DC 20; *frequency* 1/day; *effect* 1d4 Dex damage, when Dex reaches 0, target transforms into a tree.

Double Damage Against Objects (Ex)

A tobongo or animated tree that makes a full attack against an object or structure deals double damage.

Shake the Earth (Ex) A rooted tobongo can, as a full-round action, uproot itself, buckling the surrounding earth in a 60-foot radius. Living creatures within the radius must make a DC 29 Reflex save or fall prone and take 1d6 points of damage. Man-made structures within the area of effect must make a DC 29 Fortitude save or take 4d6 points of structural damage. Once uprooted, the tobongo cannot use this action again until it re-roots itself. It takes the creature at least 1 hour to root effectively. The save DC is Strength-based.

Treespeech (Ex) A tobongo has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet it with an attitude of friendly or helpful.

Derakni Spells

Summon (Sp) (B 304) (level 4, 1 derakni or 1d4 vescavor swarms 40%) 1/day

A creature with the summon ability can summon other specific creatures of its kind much as though casting a *summon monster* spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Format: 1/day—summon (level 4, 1 hezrou 35%); *Location:* Spell-Like Abilities.

1. Filth Fever

Type disease, injury;

Save Fortitude **DC 12**

Onset 1d3 days;

Frequency 1/day

Effect 1d3 Dex damage and
1d3 Con damage;

Cure 2 consecutive saves

2. Mindfire (557)

Type disease, inhaled;

Save Fortitude **DC 12**

Onset 1 day;

Frequency 1/day

Effect 1d4 Int damage;

Cure 2 consecutive saves

3. Cackle Fever

Type disease, inhaled;

Save Fortitude **DC 16**

Onset 1 day;

Frequency 1/day

Effect 1d6 Wis damage;

Cure 2 consecutive saves

4. Red Ache

Type disease, injury;

Save Fortitude **DC 15**

Onset 1d3 days;

Frequency 1/day

Effect 1d6 Str damage;

Cure 2 consecutive saves

5. Shakes

Type disease, contact;

Save Fortitude **DC 13**

Onset 1 day;

Frequency 1/day

Effect 1d8 Dex damage;

Cure 2 consecutive saves

6. Slimy Doom

Type disease, contact;

Save Fortitude **DC 14**

Onset 1 day;

Frequency 1/day

Effect 1d4 Con damage,

target must make a
second Fort save or
1 point of the
damage is drain
instead;

Cure 2 consecutive saves

Contagion (259) DC 17 (19) At Will

School necromancy [evil]; **Level** cleric 3, druid 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude negates; **Spell**

Resistance yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information on these diseases, see page 557.

Enervation 277 3/day

School necromancy; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Effect ray of negative energy

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4 × 5 temporary hit points for 1 hour.

Gust of Wind 293 At Will

School evocation [air]; **Level** druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range 60 ft.

Effect line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration 1 round

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

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a –4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 × 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet.

Small creatures are knocked prone by the force of the wind.

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Large or larger creatures may move normally within a *gust of wind* effect.

This spell can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a –4 penalty on ranged attacks and Perception checks in the area of a *gust of wind*.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a *permanency* spell.

Insect Plague 301 1/day

School conjuration (summoning); **Level** cleric 5, druid 5

Casting Time 1 round

Components V, S, DF

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

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

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level, see the *Pathfinder RPG Bestiary*). The swarms must be summoned 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 wasp 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.

Summon Swarm 354 3/day, Quickened

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

Casting Time 1 round

Components V, S, M/DF (a square of red cloth)

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

Effect one swarm of bats, rats, or spiders

Duration concentration + 2 rounds

Saving Throw none; **Spell Resistance** no

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm 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. The caster has no control over its target or direction of travel.

Quicken Spell (Metamagic) 132

You can cast spells in a fraction of the normal time.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.

A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

Teleport, Greater 359 (self plus 50 lbs. of objects only) **At Will**

School conjuration (teleportation); **Level** sorcerer/wizard 7

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Teleport 358

School conjuration (teleportation); **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V

Range personal and touch

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); **Spell**

Resistance no and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100

miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also 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 four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is 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 can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

	On Target	Off Target	Similar Area	Mishap
Familiarity				
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
False destination	—	—	81–92	93–100

Glyph of Warding Trap

Dispel Magic (272)

School abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Target or Area one spellcaster, creature, or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonework (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonework (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonework would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A

suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Dispel Magic, Greater (272)

School abjuration; **Level** bard 5, cleric 6, druid 6, sorcerer/wizard 6

Target or Area one spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel magic*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted *dispel magic*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells. Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel magic*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Alraune Notes

Bleed (Ex)

A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Format: bleed (2d6); *Location:* Special Attacks and individual attacks.

Constrict (Ex)

A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Format: constrict (1d8+6); *Location:* Special Attacks.

Charm Monster 254 **DC 18 At Will**

School enchantment (charm) [mind-affecting];

Level bard 3, sorcerer/wizard 4

Target one living creature

Duration 1 day/level

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

Charm Person 254

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.

Commune with Nature 258 **1/day**

School divination; **Level** druid 5, ranger 4

Casting Time 10 minutes

Components V, S

Range personal

Target you

Duration instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as 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 even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the spell is less powerful, and its radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Detect Thoughts 268 **DC 19 At Will**

School divination [mind-affecting]; **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F/DF (a copper piece)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw Will negates; see text; **Spell Resistance** no

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts 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.

(Quickened) Glitterdust DC 17 3/day

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.

Quicken Spell (Metamagic) 132

You can cast spells in a fraction of the normal time.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose

casting time is more than 1 round or 1 full-round action cannot be quickened.

A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

Hold Monster 296 (DC 20 3/day)

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5

Components: V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)

Target one living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

Hold Person 296

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F/DF (a small, straight piece of iron)

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

Target one humanoid creature

Duration 1 round/level (D); see text

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

Resistance yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Mind Fog 313 DC 20 1/day Tier 10-11 only

School enchantment (compulsion) [mind-affecting]; **Level** bard 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Effect fog spreads in 20-ft. radius, 20 ft. high

Duration 30 minutes and 2d6 rounds; see text

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

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a –10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

Suggestion 350 DC 18 At Will

School enchantment (compulsion) [language-dependent, mindaffecting];

Level bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, M (a snake's tongue and a honeycomb)

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

Target one living creature

Duration 1 hour/level or until completed

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

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2).

Wall of Thorns 367 1/day

School conjuration (creation); **Level** druid 5

Casting Time 1 standard action

Components V, S

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

Effect wall of thorny brush, up to one 10-ft. cube/level (S)

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes piercing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an AC of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Glyph of Warding Trap

Dispel Magic (272)

School abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Target or Area one spellcaster, creature, or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonework (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonework (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonework would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A

suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Dispel Magic, Greater (272)

School abjuration; **Level** bard 5, cleric 6, druid 6, sorcerer/wizard 6

Target or Area one spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel magic*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted *dispel magic*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells. Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel magic*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.