

Suggestion 350

Mass Suggestion Trap

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).

Suggestion, Mass 350

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

Level bard 5, sorcerer/wizard 6

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

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

This spell functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures.

Persistent Spell (Metamagic) (APG 167)

You can modify a spell to become more tenacious when its targets resist its effect.

Benefit: Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. A persistent spell uses up a spell slot two levels higher than the spell's actual level.

Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Invisibility 301

Kapre

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.

Meld into Stone (312)**Kapre****School** transmutation [earth]; **Level** cleric 3, druid 3**Casting Time** 1 standard action**Components** V, S, DF**Range** personal**Target** you**Duration** 10 min./level

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying. *Stone to flesh* expels you and deals you 5d6 points of damage. *Stone shape* deals 3d6 points of damage but does not expel you. *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *passwall* expels you without damage.

Entangle (278) DC 17 (15)**Tobongo****School** transmutation; **Level** druid 1, ranger 1**Casting Time** 1 standard action**Components** V, S, DF**Range** long (400 ft. + 40 ft./level)**Area** plants in a 40-ft.-radius spread**Duration** 1 min./level (D)**Saving Throw:** Reflex partial; see text; **Spell Resistance:** no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the *entangle* or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Trample (Ex) (B 3 300)

As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check—it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Strength modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 the creature's HD + the creature's Strength modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Format: trample (2d6+9, DC 20); *Location:* Special Attacks.

Tobongo**Rock Throwing (Ex) (B3 298)**

This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. The creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 times its Strength bonus. *Format:* rock throwing (120 ft.);

Location: Special Attacks (damage is listed in Ranged attack).

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Format: trample (2d6+9, DC 20); *Location:* Special Attacks.

Animated Tree**Rend (Ex) B 303**

If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Format: rend (2 claws, 1d8+9); *Location:* Special Attacks.

Angazhani (High Girallons)

Clear Mind (Ex): 32**Zili (Tier 7-8)**

A barbarian may reroll a Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The barbarian must take the second result, even if it is worse. A barbarian must be at least 8th level before selecting this power. This power can only be used once per rage.

Knockback (Ex): 33

Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

Quick Reflexes (Ex): 33

While raging, the barbarian can make one additional attack of opportunity per round.

Superstition +4 (Ex): 33

The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

Animal Fury (Ex): 32**Zili (Tier 10-11)**

While raging, the barbarian gains a bite attack. If used as part of a full attack action, the bite attack is made at the barbarian's full base attack bonus -5. If the bite hits, it deals 1d4 points of damage (assuming the barbarian is Medium; 1d3 points of damage if Small) plus half the barbarian's Strength modifier. A barbarian can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by the barbarian against the target this round are at a +2 bonus.

No Escape (Ex): 33

The barbarian can move up to double her base speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

Raging Leaper +11 (Ex): 33

When raging, the barbarian adds her level as an enhancement bonus on all Acrobatics skill checks made to jump. When making a jump in this way, the barbarian is always considered to have a running start.

Superstition +4 (Ex): 33

The barbarian gains a +2 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the barbarian has attained. While raging, the barbarian cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

Trample (Ex) (B 3 300)

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Format: trample (2d6+9, DC 20); *Location:* Special Attacks.

Rend (Ex) B 303

If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Format: rend (2 claws, 1d8+9); *Location:* Special Attacks.

Woodland Stride (Ex): 76

At 3rd level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Eviolynn (Tier 7-8)

Woodland Stride (Ex): 76

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Eviolynn (Tier 10-11)

Drone (Su)

The sound of a derakni in flight is a mesmerizing, unsettling drone that causes confusion in all non-demons who hear the sound. A derakni must fly at least 10 feet to activate this ability (which it can do as a free action as part of its move action). Any non-demon creature that begins its turn within 30 feet of a derakni that moved in this manner on its previous turn must succeed at a DC 18 Will save or become confused for 1d4 rounds. A creature that makes this save is immune to the drone of that derakni for 24 hours. Demons are immune to this sonic, mind-affecting effect. The save DC is Charisma-based.

Derakni

Ravenous (Ex)

Vescavors can devour nearly anything, with the exception of adamantine. If the swarm attacks an object or structure, the vescavors ignore its hardness if it is made of any substance other than adamantine. Additionally, every round that a creature is in the same space as the swarm, the vescavors begin devouring one object on the creature. The object takes half its maximum hit points in damage and gains the broken condition. If the vescavors attack an object with the broken condition, it is destroyed. An attended or magic object must succeed at a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Vescavor Swarm

Traumatizing (Su)

Vescavors embody the meanest depravities of the Outer Rifts, and walking among them is akin to being trapped in the Abyss itself. Any creature that spends more than 3 rounds inside a vescavor swarm must succeed at a DC 13 Will save or become schizophrenic (*Pathfinder RPG GameMastery Guide* 250), which imparts a –4 penalty on all Wisdom and Charisma-based skill checks. The creature is also unable to take 10 or take 20 on checks as it loses its ability to tell the difference between what is real and what is not. Each time the creature finds itself in a stressful situation (such as combat), it must succeed at a DC 16 Will save or become confused for 1d6 rounds. This condition lasts until it is removed by *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*. It is also possible to remove this condition after several weeks, though that is not an option in this scenario.

Vindicator's Shield (Su):

A vindicator can channel energy into his shield as a standard action; when worn, the shield gives the vindicator a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the vindicator's channel energy. This bonus lasts for 24 hours or until the vindicator is struck in combat, whichever comes first. The shield does not provide this bonus to any other wielder, but the vindicator does not need to be holding the shield for it to retain this power.

Venture-Captain Nikolai Adonai

Stigmata (Su):

A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level, it becomes a move action, and at 10th level, it becomes a swift action. Activating stigmata causes bleed damage equal to half the vindicator's class level, and this bleed damage is not halted by curative magic. While the stigmata are bleeding, the vindicator gains a sacred bonus (if he channels positive energy) or profane bonus (if he channels negative energy) equal to half his class level. Each time he activates his stigmata, the vindicator decides if the bonus applies to attack rolls, weapon damage rolls, Armor Class, caster level checks, or saving throws; to change what the bonus applies to, the vindicator must deactivate and reactivate his stigmata.

While his stigmata are bleeding, the vindicator ignores blood drain and bleed damage from any other source and can use bleed or stabilize at will as a standard action.

Faith Healing (Su):

At 3rd level, any cure wounds spells a vindicator casts on himself are automatically empowered as if by the Empower Spell feat, except they do not use higher spell-level slots or an increased casting time. If the vindicator targets himself with a cure spell that affects multiple creatures, this ability only applies to himself. At 8th level, these healing spells are maximized rather than empowered.

Divine Wrath (Sp):**Venture-Captain Nikolai Adonai**

At 4th level, when a vindicator confirms a critical hit, he may sacrifice a prepared 1st-level spell or available 1st-level spell slot to invoke doom upon the target as an immediate action (using the vindicator's caster level). The save DC is increased by +2 if his weapon has a $\times 3$ damage multiplier, or by +4 if it is $\times 4$. The vindicator can also use this ability in response to being critically hit, even if the attack incapacitates or kills the vindicator

Doom 274 DC 15

School necromancy [fear, mind-affecting]; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

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

Target one living creature

Duration 1 min./level

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

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Feed (Ex)**Alraune**

An alraune's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both Constitution and Intelligence drain, and the alraune heals 3d6 points of damage.

Calming Fragrance (Su)**Alraune**

A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must succeed at a DC 21 (24) Will save at the start of its turn or fall under the effects of *calm emotions* for 1 round. Creatures that could be attracted to the alraune's current apparent gender take a -2 penalty on this Will save, while all other creatures gain a +2 bonus on the save. This is a mind-affecting effect. The save DC is Charisma-based.

Calm Emotions 252 DC 21(24)

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

Casting Time 1 standard action

Components V, S, DF

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

Area creatures in a 20-ft.-radius spread

Duration concentration, up to 1 round/level (D)

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

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, *good hope*, and *rage*, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the *confused* condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Confusion DC 15**Vescavor Swarm**

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (three nutshells)

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

Targets all creatures in a 15-ft.-radius burst

Duration 1 round/level

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

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% Behavior

01–25 Act normally

26–50 Do nothing but babble incoherently

51–75 Deal 1d8 points of damage + Str modifier to self with item in hand

76–100 Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).