

Dark Caller Spells

Spell-Like Abilities (CL 8th; concentration +12)

Bleed (DC 14) At Will

School necromancy; **Level** cleric 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration instantaneous

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

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Deeper Darkness (3/day)

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

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.

Detect Magic (Constant)

Shadow Conjunction (DC 18) 1/day

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

Casting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with); varies; see text; **Spell Resistance** yes; see text

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

Shadow conjunctions are only one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjunctions* to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to

occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration's* level (4th) rather than the spell's normal level. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

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

A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

Shadow Step (3/day)

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

Casting Time 1 standard action

Components V, S

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

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

Dark Slayer Spells

Spell-Like Abilities (CL 4th; concentration +6)

Bleed (DC 12) At Will

School necromancy; **Level** cleric 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration instantaneous

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

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Chill Touch (DC 13) At Will

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.

Darkness (At Will)

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.

Daze Monster (DC 14) 3/day

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.

Death Knell (DC 14) 3/day

School necromancy [death, evil]; **Level** cleric 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous/10 minutes per HD of subject; see text

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

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Detect Magic (Constant)

Inflict Moderate Wounds (DC 14) 3/day

School necromancy; **Level** cleric 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage + 1 point per caster level (maximum +10).

Inflict Light Wounds

School necromancy; **Level** cleric 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

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

When laying your hand upon a creature, you channel negative energy that deals 1d8

points of damage + 1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Spectral Hand (At Will)

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

Casting Time 1 standard action

Components V, S

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

Effect one spectral hand

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand*. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Denizen of Leng Spells

Spell-Like Abilities (CL 9th; concentration +12)

Detect Thoughts (DC 15) 3/day

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.

Hypnotic Pattern (DC 15) 3/day

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

Casting Time 1 standard action

Components V (bard only), S, M (a stick of incense or a crystal rod); see text

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

Effect colorful lights in a 10-ft.-radius spread

Duration Concentration + 2 rounds

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

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster

level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, 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. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component.

Levitate (3/day)

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

Casting Time 1 standard action

Components V, S, F (a leather loop or golden wire bent into a cup shape)

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

Target you or one willing creature or one object (total weight up to 100 lbs./level)

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Locate Object (1/day)

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

Casting Time 1 standard action

Components V, S, F/DF (a forked twig)

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

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* and *nondetection* fool it.

Minor Image (DC 15) 3/day

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

Duration concentration + 2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

Silent Image

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

Casting Time 1 standard action

Components V, S, F (a bit of fleece)

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

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration

Saving Throw Will disbelief (if interacted with);

Spell Resistance no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Plane Shift (DC 18, self only)

1/day

School conjuration (teleportation); **Level** cleric 5, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (a forked metal rod attuned to the plane of travel)

Range touch

Target creature touched, or up to eight willing creatures joining hands

Duration instantaneous

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

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting *plane shift* again).

Tongues (Constant)

Skeshnil's Nightmare Dragon (6-7)

Psychic Magic (CL 11th; concentration +14) **6 PE**

Ghost Sound (0 PE, DC 13)

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a bit of wool or a small lump of wax)

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

Effect illusory sounds

Duration 1 round/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as

eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

True Strike (1 PE)

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

Casting Time 1 standard action

Components V, F (small wooden replica of an archery target)

Range personal

Target you

Duration see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Psychic Spells Known (CL 3rd; concentration +5)

1st (6/day)

Command (DC 13)

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

Level cleric 1

Casting Time 1 standard action

Components V

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

Target one living creature

Duration 1 round

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

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its

turn, and it provokes attacks of opportunity for this movement as normal.

Halt. The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

Confusion, Lesser (DC 13)

School enchantment (compulsion) [mind-affecting]; **Level** bard 1

Casting Time 1 standard action

Components V, S, DF

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

Target one living creature

Duration 1 round

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

This spell causes a single creature to become confused for 1 round.

Confusion

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).

Dancing Lights

Detect Magic

Detect Thoughts (DC 13)

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.

Lullaby (DC 12)

School enchantment (compulsion) [mind-affecting]; **Level** bard 0

Casting Time 1 standard action

Components V, S

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

Area living creatures within a 10-ft.-radius burst

Duration concentration + 1 round/level (D)

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

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a –5 penalty on Perception checks and a –2 penalty on Will saves against *sleep* effects while the *lullaby* is in effect. *Lullaby* lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

Mage Hand

Read Magic

Polymorph **SQ change shape** **(any humanoid; polymorph)**

School transmutation (polymorph); **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you choose)

Range touch

Target living creature touched

Duration 1 min/level (D)

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

Resistance yes (harmless)

This spell transforms a willing creature into an animal, humanoid or elemental of your choosing; the spell has no effect on unwilling creatures, nor can the creature being targeted by this spell influence the new form assumed (apart from conveying its wishes, if any, to you verbally).

*If you use this spell to cause the target to take on the form of an animal or magical beast, the spell functions as *beast shape II*. If the form is that of an elemental, the spell functions as *elemental body I*. If the form is that of a humanoid, the spell functions as *alter self*. The subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject.*

Animate Dream Spells

Spell-Like Abilities (CL 12th; concentration +17)

Confusion (DC 19) 1/day

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).

Deep Slumber (DC 18) 3/day

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

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

This spell functions like *sleep*, except that it affects 10 HD of targets.

Sleep

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.

Dimension Door (3/day)

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.

Fear (DC 19) 1/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.

Nightmare (DC 20) 3/day

School illusion (phantasm) [mind-affecting, evil];

Level bard 5, sorcerer/wizard 5

Casting Time 10 minutes

Components V, S

Range unlimited

Target one living creature

Duration instantaneous

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

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection to a creature of which you have no knowledge.

Connection

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail Reflex and Will saving throws, for example.)

Creatures who don't sleep (such as outsiders) or dream are immune to this spell.

Phantasmal Killer (DC 19) 1/day

School illusion (phantasm) [fear, mind-affecting]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration instantaneous

Saving Throw Will disbelief, then Fortitude partial; see text; **Spell Resistance** yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Shae Spells

Spell-Like Abilities (CL 4th; concentration +7)

Blur (**Constant**)

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

Casting Time 1 standard action

Components V

Range touch

Target creature touched

Duration 1 min./level (D)

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

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to shadow evocation's level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

Shadow Evocation, Lesser (Sp) (**DC 16**)

At Will

This spell-like ability functions as *shadow evocation*, but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd-level spell.

Shadow Evocation

School illusion (shadow); **Level** bard 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with);

Spell Resistance yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a shadow evocation, a damaging

Dark Creeper Spells

Spell-Like Abilities (CL 3rd)

Darkness (At Will)

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.

Detect Magic (At Will)

Blemia's Umbral Dragon Spells (Tier 6-7)

Spell-Like Abilities (CL 11th; concentration +14)

Darkness (At Will)

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.

Spells Known (CL 1st; concentration +4)

1st 4/day

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).

Detect Magic

Erase

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

Casting Time 1 standard action

Components V, S

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

Target one scroll or two pages

Duration instantaneous

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

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is

automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Mage Hand

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.

Read Magic

Orc Immolator's Pyrokineticist Talents

Kineticist Wild Talents Known (CL 8; concentration +13)

Blasts

Fire Blast

(+11 touch, 4d6+6 fire) SR applies

Element fire; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type energy; **Damage** fire

You unleash a gout of flickering fire to burn a single foe.

Blue Flame Blast

(+11 touch, 8d6+6 fire) SR applies

Element fire; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites primary element (fire), expanded element (fire)

Blast Type energy; **Damage** fire

You unleash a concentrated blast of intense blue flame.

Defense

Searing Flesh (6 fire damage)

Element fire; **Type** defense (Su); **Level** —; **Burn** 0

Your body becomes painfully hot.

Whenever a creature hits you with a natural attack or an unarmed strike, that creature takes 1 point of fire damage per 4 kineticist levels you possess (minimum 1 point of fire damage). A creature in a grapple with you takes double this amount of damage at the end of each of its turns. Weapons that strike you also take this damage, though the damage is unlikely to penetrate the weapon's hardness. By accepting

1 point of burn, you can increase this damage by 1 point per 4 kineticist levels you possess until the next time your burn is removed. You can increase the damage in this way up to seven times.

Whenever you accept burn while using a fire wild talent, the surging flame causes your searing flesh to deal double its current amount of damage for 1 round (a creature in a grapple with you takes a total of four times as much damage as normal). You can dismiss or restore this effect as an immediate action.

Infusions

Burning Infusion (DC 18)

Element fire; **Type** substance infusion; **Level** 1; **Burn** 1

Associated Blasts blue flame, fire, magma, plasma

Saving Throw Reflex negates

Your kinetic blast ignites your foes.

Whenever an infused blast hits a foe and penetrates its spell resistance, that foe catches on fire, regardless of whether it takes damage. A foe that catches fire takes 1d6 points of fire damage each round until the fire is extinguished. Against a creature on fire from this infusion, any fire kinetic blasts gain a +2 bonus on attack rolls, to DCs, and on caster level checks to overcome spell resistance.

Extended Range

Element universal; **Type** form infusion; **Level** 1; **Burn** 1

Associated Blasts any

Saving Throw none

Your kinetic blast can strike any target within 120 feet.

Fan Of Flames (DC 17)

Element fire; **Type** form infusion; **Level** 1; **Burn** 1

Associated Blasts blue flame, fire

Saving Throw Reflex half

Your kinetic blast extends in a fan of flames, damaging all creatures and objects in a 15-foot cone. The saving throw DC is Dexterity-based.

Torrent (DC 17)

Element air, fire, or water; **Type** form infusion; **Level** 3; **Burn** 2

Utility

Basic Pyrokinesis

Element fire; **Type** utility (Sp); **Level** 1; **Burn** 0

You can use your inner flame to reproduce the effects of a *flare*, *light*, or *spark* APG cantrip, except that the light you create with *light* produces heat like a normal flame; using any of the three abilities ends any previous *light* effect from this wild talent.

Firesight

Element fire; **Type** utility (Su); **Level** 3; **Burn** —

You can see through flames and smoke as if they were transparent. Creatures that are on fire or have the fire subtype never benefit from concealment or total concealment against you.

Heat Adaptation

Element fire or water; **Type** utility (Sp); **Level** 1; **Burn** 0

You are constantly protected by *endure elements* against hot temperatures only. You gain an amount of fire resistance equal to twice your current amount of burn.

Burn (Ex): (2 points/round, max 7)

At 1st level, a kineticist can overexert herself to channel more power than normal, pushing past the limit of what is safe for her body by accepting burn. Some of her wild talents allow her to accept burn in exchange for a greater effect, while others require her to accept a certain amount of burn to use that talent at all. For each point of burn she accepts, a kineticist takes 1 point of nonlethal damage per character level. This damage can't be healed by any means other than getting a full night's rest, which removes all burn and associated nonlethal

Associated Blasts air, blizzard, blue flame, charged water, fire, magma, mud, plasma, sandstorm, steam, thunderstorm, water

Saving Throw Reflex half

A torrent of energy buffets or burns all foes in a 30-foot line, dealing half your normal amount of blast damage (or full damage for energy blasts). The saving throw DC is Dexterity-based.

Searing Flame

Element fire; **Type** utility (Su); **Level** 2; **Burn** —
Prerequisite burning infusion

Over time, your burning infusion sears away your foe's fire resistance. When you roll burn damage from burning infusion against a foe, decrease the foe's fire resistance by an amount equal to the unmodified burn damage; don't apply fire resistance to this roll for the purpose of determining the reduction. This decrease lasts for a number of rounds equal to 1/2 your kineticist level. These decreases stack, to a minimum resistance of 0.

Smoke Storm

Element fire; **Type** utility (Sp); **Level** 3; **Burn** 0
Saving Throw Fortitude negates; see text;
Spell Resistance no

You transform a source of open flame within 120 feet into a cloud of choking smoke, filling a 20-foot-radius spread and affecting vision like a smokestick. All creatures that begin their turns inside the area become sickened as long as they remain in the smoke and for 1d4+1 rounds thereafter (Fortitude negates).

damage. Nonlethal damage from burn can't be reduced or redirected, and a kineticist incapable of taking nonlethal damage can't accept burn. A kineticist can accept only 1 point of burn per round. This limit rises to 2 points of burn at 6th level, and rises by 1 additional point every 3 levels thereafter. A kineticist can't choose to accept burn if it would put her total number of points of burn higher than 3 + her Constitution modifier (though she can be forced to accept more burn from a source outside her control). A kineticist who has accepted burn never benefits from abilities that allow her to ignore or alter the effects she receives from nonlethal damage.

Gather Power (Su):

If she has both hands free (or all of her prehensile appendages free, for unusual kineticists), a kineticist can gather energy or elemental matter as a move action. Gathering power creates an extremely loud, visible display in a 20-foot radius centered on the kineticist, as the energy or matter swirls around her. Gathering power in this way allows the kineticist to reduce the total burn cost of a blast wild talent she uses in the same round by 1 point. The kineticist can instead gather power for 1 full round in order to reduce the total burn cost of a blast wild talent used on her next turn by 2 points (to a minimum of 0 points). If she does so, she can also gather power as a move action during her next turn to reduce the burn cost by a total of 3 points. If the kineticist takes damage during or after gathering power and before using the kinetic blast that releases it, she must succeed at a concentration check (DC = 10 + damage taken + effective spell level of her kinetic blast) or lose the energy in a wild surge that forces her to accept a number of points of burn equal to the number of points by which her gathered power would have reduced the burn cost. This ability can never reduce the burn cost of a wild talent below 0 points.

Elemental Overflow (Ex): (+2)

At 3rd level, a kineticist's body surges with energy from her chosen element whenever she accepts burn, causing her to glow with a nimbus of fire, weep water from her pores, or experience some other thematic effect. In addition, she receives a bonus on her attack rolls with kinetic blasts equal to the total number of points of burn she currently has, to a maximum bonus of +1 for every 3 kineticist levels she possesses. She also receives a bonus on damage rolls with her kinetic blast equal to double the bonus on attack rolls. The kineticist can suppress the visual effects of elemental overflow by concentrating for 1 full round, but doing so suppresses all of this ability's other benefits, as well. The next time the kineticist uses any wild talent, the visual effects and benefits return instantly.

As a kineticist's body becomes more and more suffused with her element, she begins to gain more powerful benefits. Starting at 6th level, whenever she has at least 3 points of burn, the kineticist gains a +2 size bonus to two physical ability scores of her choice. She also

gains a chance to ignore the effects of a critical hit or sneak attack equal to $5\% \times$ her current number of points of burn. At 11th level, whenever the kineticist has at least 5 points of burn, these bonuses increase to a +4 size bonus to one physical ability score of her choice and a +2 size bonus to each of her other two physical ability scores. At 16th level, whenever the kineticist has at least 7 points of burn, these bonuses increase to a +6 size bonus to one physical ability score of her choice, a +4 size bonus to a second physical ability score of her choice, and a +2 size bonus to the remaining physical ability score.

Infusion Specialization (Ex): (2)

At 5th level, whenever a kineticist uses one or more infusions with a blast, she reduces the combined burn cost of the infusions by 1. This can't reduce the total cost of the infusions used below 0. She reduces the burn cost by 1 additional point at 8th, 11th, 14th, 17th, and 20th levels.

Metakinesis (Su): (Empower [+50%])

At 5th level, a kineticist gains the ability to alter her kinetic blasts as if with metamagic feats by accepting burn. By accepting 1 point of burn, she can empower her kinetic blast (as if using Empower Spell). At 9th level, by accepting 2 points of burn, she can maximize her kinetic blast as if using Maximize Spell. At 13th level, by accepting 3 points of burn, she can quicken her kinetic blast as if using Quicken Spell. At 17th level, by accepting 4 points of burn, the kineticist can use her kinetic blast twice with the same standard action, or swift action if she also uses metakinesis to quicken the blast. When she uses a double kinetic blast, all modifications, such as metakinesis and infusions, apply to both of the blasts, but the kineticist needs to pay the burn cost only once.

Internal Buffer (Su): (1)

At 6th level, a kineticist's study of her body and the elemental forces that course through it allow her to form an internal buffer to store extra energy. The buffer starts empty and doesn't replenish each day, but the kineticist can accept 1 point of burn to add 1 point to the buffer as a full-round action, to a maximum of 1 point total. This maximum increases to 2 points at 11th level and to 3 points at 16th level. Once the kineticist adds points to her buffer, they remain indefinitely until she spends them. When she would otherwise accept burn, a kineticist can spend 1 point from her buffer to avoid accepting 1 point of burn.

War Paint Of The Terrible Visage PRICE 100 GP

AURA faint necromancy **CL** 1st **WEIGHT** —

This thimble-sized clay container of thick, moist face paint has enough material to paint streaks and whorls of any color on one creature's face. Once applied, the wearer can, as a swift action, make the paint rearrange itself into a ghastly mélange of colors, making her appearance momentarily disturbing and hideous. The wearer chooses one creature who can see her painted face within 30 feet to be affected by *cause fear* (DC 11). Once the paint is used in this fashion, it loses all magic and becomes normal face paint. Once applied, the wearer has 24 hours to use the paint's magic; otherwise it fades away.

Defiant PRICE +1 BONUS +1 defiant (human) bone studded leather

AURA moderate conjuration **CL** 8th **WEIGHT** —

Armor and shields with this special ability excel at blocking the attacks of certain types of creatures, similar to a *bane* weapon's excelling against certain foes. Against the designated foe, the item's enhancement bonus to AC is +2 better than its actual bonus and provides DR 2/— against attacks from that foe. This increase in enhancement bonus applies only to the armor or shield's enhancement bonus, not to temporary bonuses (such as the *magic vestment* spell). To randomly determine the armor or shield's designated foe, use the table for the *bane* weapon special ability (page 136).

Orc Scout's Ranger Spells

Ranger Spells Prepared (CL 3rd; concentration +4)

Longstrider

School transmutation; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, M (a pinch of dirt)

Range personal

Target you

Duration 1 hour/level (D)

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Pass Without Trace

School transmutation; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets one creature/level touched

Duration 1 hour/level (D)

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

Resistance yes (harmless)

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means.