

Cat's Grace

School - transmutation; Level - bard 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2, alchemist 2, magus 2
Casting Time - 1 standard action
Components - V, S, M (pinch of cat fur)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Daze

School - enchantment/compulsion; Level - bard 0, sorcerer/wizard 0, witch 0, summoner 0, inquisitor 0, magus 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; SR - 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.

Detect Magic

School - divination; Level - bard 0, cleric/oracle 0, druid 0, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 0
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - no

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

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one

Detect Magic (Cont.)

category, detect magic indicates the stronger of the two.

Spell or Object | Aura Power |

Faint | Moderate | Strong | Overwhelming |

Functioning spell (spell level) | 3rd or lower | 4th-6th | 7th-9th | 10th+ (deity-level) |

Magic item (caster level) | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura |

Faint | 1d6 rounds |

Moderate | 1d6 minutes |

Strong | 1d6x10 minutes |

Overwhelming | 1d6 days |

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch

Detect Magic (Cont.)

of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Detect Thoughts

School - divination; Level - bard 2, sorcerer/wizard 2, alchemist 2, summoner 2, witch 2, inquisitor 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
Saving Throw - Will negates; see text; SR - 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.

Displacement

School - illusion/glamour; Level - bard 3, sorcerer/wizard 3, alchemist 3, summoner 3, magus 3
Casting Time - 1 standard action
Components - V, M (a small loop of leather)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

Expeditious Retreat

School - transmutation; Level - bard 1, sorcerer/wizard 1, alchemist 1, summoner 1, inquisitor 1, magus 1
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Interposing Hand

School - evocation; Level - sorcerer/wizard 5, magus 5

Casting Time - 1 standard action

Components - V, S, F (a soft glove)

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

Effect - 10-ft. hand

Duration - 1 round/level

Saving Throw - none; SR - yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and is AC 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents.

It cannot push through a wall of force or enter an antimagic field, but it suffers the full effect of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster.

Interposing Hand (Cont.)

Disintegrate or a successful dispel magic destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

Invisibility

School - illusion/glamer; Level - bard 2, sorcerer/wizard 2, alchemist 2, summoner 2, inquisitor 2, antipaladin 2, magus 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); SR - 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.

Invisibility (Cont.)

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.

Invisibility, Greater

School - illusion/glamer; Level - bard 4, sorcerer/wizard 4, alchemist 4, summoner 3, inquisitor 4, antipaladin 4

Casting Time - 1 standard action

Components - V, S

Range - personal or touch

Target - you or creature touched

Duration - 1 round/level

Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like invisibility, except that it doesn't end if the subject attacks.

Light

School - evocation; Level - bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

Casting Time - 1 standard action

Components - V, M/DF (a firefly)

Range - touch

Target - object touched

Duration - 10 min./level

Saving Throw - none; SR - no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Lightning Bolt

School - evocation; Level - sorcerer/wizard 3, witch 3, magus 3

Casting Time - 1 standard action

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

Range - 120 ft.

Area - 120-ft. line

Duration - instantaneous

Saving Throw - Reflex half; SR - yes

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

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

Mage Hand

School - transmutation; Level - bard 0, sorcerer/wizard 0, summoner 0, magus 0

Casting Time - 1 standard action

Components - V, S

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

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

Duration - concentration

Saving Throw - none; SR - no

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

Magic Missile

School - evocation; Level - sorcerer/wizard 1, magus 1
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - up to five creatures, no two of which can be more than 15 ft. apart
Duration - instantaneous
Saving Throw - none; SR - yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment.

Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures.

A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Mending

School - transmutation; Level - bard 0, cleric/oracle 0, druid 0, sorcerer/wizard 0, summoner 0, witch 0, summoner 0, witch 0
Casting Time - 10 minutes
Components - V, S
Range - 10 ft.
Target - one object of up to 1 lb./level
Duration - instantaneous
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Open/Close

School - transmutation; Level - bard 0, sorcerer/wizard 0, summoner 0, magus 0
Casting Time - 1 standard action
Components - V, S, F (a brass key)
Range - close (25 ft. + 5 ft./2 levels)
Target - object weighing up to 30 lbs. or portal that can be opened or closed
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Ray Of Enfeeblement

School - necromancy; Level - sorcerer/wizard 1, witch 1, magus 1
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - 1 round/level
Saving Throw - Fortitude half; SR - yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5).

The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

Ray of Frost

School - evocation; Level - sorcerer/wizard 0, magus 0
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - instantaneous
Saving Throw - none; SR - yes

A ray of freezing air and ice projects from your pointing finger.

You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

School - divination; Level - bard 0, cleric/oracle 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 0
Casting Time - 1 standard action
Components - V, S, F (a clear crystal or mineral prism)
Range - personal
Target - you
Duration - 10 min./level

You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Reduce Person

School - transmutation; Level - sorcerer/wizard 1, alchemist 1, summoner 1, witch 1, magus 1
Casting Time - 1 round
Components - V, S, M (a pinch of powdered iron)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 min./level (D)
Saving Throw - Fortitude negates; SR - yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles

Reduce Person (Cont.)

deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

Scorching Ray

School - evocation; Level - sorcerer/wizard 2, magus 2
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - one or more rays
Duration - instantaneous
Saving Throw - none; SR - yes

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

Shield

School - abjuration; Level - sorcerer/wizard 1, alchemist 1, summoner 1, magus 1
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Silent Image

School - illusion/figment; Level - bard 1, sorcerer/wizard 1, magus 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); SR - 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.

Stinking Cloud

School - conjuration/creation; Level - magus 3, sorcerer/wizard 3, witch 3
Casting Time - 1 standard action
Components - V, S, M (a rotten egg or cabbage leaves)
Range - medium (100 ft. + 10 ft./level)
Effect - cloud spreads in 20-ft. radius, 20 ft. high
Duration - 1 round/level
Saving Throw - Fortitude negates; see text; SR - no

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves.

(Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

Touch of Fatigue

School - necromancy; Level - sorcerer/wizard 0, witch 0
Casting Time - 1 standard action
Components - V, S, M (a drop of sweat)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Fortitude negates; SR - yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued.

Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Wall Of Ice

School - evocation; Level - sorcerer/wizard 4, summoner 3, magus 4
Casting Time - 1 standard action
Components - V, S, M (a piece of quartz or rock crystal)
Range - medium (100 ft. + 10 ft./level)
Effect - anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level
Duration - 1 min./level
Saving Throw - Reflex negates; see text; SR - yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails.

Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Wall Of Ice (Cont.)

Each 10-foot square of wall has 3 hit points per inch of thickness.

Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Web

School - conjuration/creation; Level - sorcerer/wizard 2, witch 2, magus 2
Casting Time - 1 standard action
Components - V, S, M (spider web)
Range - medium (100 ft. + 10 ft./level)
Effect - webs in a 20-ft.-radius spread
Duration - 10 min./level (D)
Saving Throw - Reflex negates; see text; SR - no

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

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

If you have at least 5 feet of web between you and an

Web (Cont.)

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

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

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

