

The Paths We Choose Spells

Mission 2: A Matter of Vendetta (Qadira, Sczarni/ The Exchange)

Cone of Cold (258) DC 20

School evocation [cold]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a small crystal or glass cone)

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

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

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Dimensional Anchor (270)

School abjuration; **Level** cleric 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Effect ray

Duration 1 min./level

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

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra-dimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *ethereality*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dispel Magic (272)

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

Casting Time 1 standard action

Components V, S

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

Target or Area one spellcaster, creature, or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

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

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

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

You can also use a targeted dispel to specifically end one spell affecting the target or

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

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

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes non-magical for the duration of the effect. An inter-dimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

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

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

Enervation (277)

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

Casting Time 1 standard action

Components V, S

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

Effect ray of negative energy

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of

becoming permanent, but the negative levels from *enervation* don't last long enough to do so.

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

False Life (280)

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

Casting Time 1 standard action

Components V, S, M (a drop of blood)

Range personal

Target you

Duration 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Fly (284)

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (a wing feather)

Range touch

Target creature touched

Duration 1 min./level

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

Resistance yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

Glitterdust (290) DC 16 17

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

Casting Time 1 standard action

Components V, S, M (ground mica)
Range medium (100 ft. + 10 ft./level)
Area creatures and objects within 10-ft.-radius spread

Duration 1 round/level

Save Will negates (blinding only); **SR** no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

Grease (291) DC 15 16

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

Casting Time 1 standard action

Components V, S, M (butter)

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

Target one object or 10-ft. square

Duration 1 min./level (D)

Save see text; **SR** no

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Haste (294)

School transmutation; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a shaving of licorice root)

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

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

Duration 1 round/level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

Hydraulic Push (APG 228)

School evocation [water]; **Level** druid 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Target one creature or object

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of

opportunity. *Hydraulic push* extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Invisibility Sphere (302)

School illusion (glamer); **Level** bard 3, sorcerer/wizard 3

Components: V, S, M

Area 10-ft.-radius emanation around the creature

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

Locate Creature (305)

School divination; **Level** bard 4, sorcerer/wizard 4

Components: V, S, M (fur from a bloodhound)

Duration 10 min./level

This spell functions like *locate object*, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Locate Object (305)

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.

Magic Missile (309)

School evocation [force]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Targets up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

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

Mirror Image (314)

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move

with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Prying Eyes (328)

School divination; **Level** sorcerer/wizard 5

Casting Time 1 minute

Components V, S, M (a handful of crystal marbles)

Range 1 mile

Effect 10 or more levitating eyes

Duration 1 hour/level; see text (D)

Saving Throw none; **Spell Resistance** no

You create a number of semi-tangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with a +20 bonus on Fly skill checks and a +16 bonus on Stealth skill checks. It has a Perception modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes

an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Scare (337) DC 16 17

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

Casting Time 1 standard action

Components V, S, M (a bone from an undead creature)

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

Targets one living creature per three levels, no two of which can be more than 30 ft. apart

Duration 1 round/level or 1 round; see text for *cause fear*

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

This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become frightened.

Scorching Ray (337)

School evocation [fire]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Effect one or more rays

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

See Invisibility (339)

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

Casting Time 1 standard action

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

Range personal

Target you

Duration 10 min./level (D)

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

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

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

Stoneskin (349)

School abjuration; **Level** druid 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (granite and diamond dust worth 250 gp)

Range touch

Target creature touched

Duration 10 min./level or until discharged

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

Resistance yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Suffocation (APG 248) DC 20

School necromancy; **Level** sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a vial containing a bit of the caster's breath)

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

Target one living creature

Duration 3 rounds

Saving Throw Fortitude partial; **Spell**

Resistance yes

This spell extracts the air from the target's lungs, causing swift suffocation. The target can attempt to resist this spell's effects

with a Fortitude save—if he succeeds, he is merely staggered for 1 round as he gasps for breath. If the target fails, he immediately begins to suffocate. On the target's next turn, he falls unconscious and is reduced to 0 hit points. One round later, the target drops to -1 hit points and is dying. One round after that, the target dies. Each round, the target can delay that round's effects from occurring by making a successful Fortitude save, but the spell effect continues for 3 rounds, and each time a target fails his Fortitude save, he moves one step further along the track to suffocation. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath—if the victim fails the initial saving throw, the air in his lungs is extracted.

Touch of Gracelessness (APG 249) DC

15 16

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

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Fortitude partial; **Spell**

Resistance yes

With a single touch, you reduce a creature to a fumbling clown. The target takes a penalty to its Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5). This penalty cannot drop the target's Dexterity score below 1.

In addition, if the subject moves more than half its speed, it falls prone. If the subject flies, its maneuverability is reduced by one step (perfect maneuverability becomes good, good becomes average, and so on).

A successful Fortitude save halves the penalty to Dexterity and negates the possibility of falling prone or the reduction to fly maneuverabilities.

True Strike (363)

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.

Vanish (APG 253)

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

Casting Time 1 standard action

Component V, S

Range touch

Target creature touched

Duration 1 round/level (up to 5 rounds) (D)

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

Resistance yes (harmless)

This spell functions like *invisibility*, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like *invisibility*, the spell immediately ends if the subject attacks any creature.

The Paths We Choose Spells

Mission 3: Spawn of the Spire (Grand Lodge)

Barkskin (246)

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

Casting Time 1 standard action

Components V, S, DF

Range touch

Target living creature touched

Duration 10 min./level

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

Barkskin toughens a creature's skin.

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

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

Bloodhound (APG 206)

School transmutation; **Level** alchemist 3, inquisitor 2, ranger 2

Casting Time 1 standard action

Components V, S, M (a drop of blood and a pinch of cinnamon)

Range personal

Target you

Duration 1 hour/level

You gain the scent special quality, including the ability to track by scent. You receive a +8 competence bonus on Perception checks involving smell and a +4 competence bonus on Survival checks to track using scent. You take a -4 penalty on saving throws against odor-related effects such as the stench ability and *stinking cloud*. A creature under the effects of *bloodhound* can detect poison by scent with a DC 20 Perception check.

Dispel Magic (272)

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

Casting Time 1 standard action

Components V, S

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

Target or Area one spellcaster, creature, or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

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

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

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

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

If you target an object or creature that is the effect of an ongoing spell (such as a monster

summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes non-magical for the duration of the effect. An inter-dimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

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

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

Expeditious Retreat (279)

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

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

False Life (280)

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

Casting Time 1 standard action

Components V, S, M (a drop of blood)

Range personal

Target you

Duration 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Fire Breath (APG 222) DC 15 16

School evocation [fire]; **Level** alchemist 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a chili pepper)

Range 15 ft.

Area cone-shaped burst

Duration 1 round/level or until discharged; see text

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

Up to thrice during this spell's duration, you can belch forth a cone of fire as a standard action. The first cone deals 4d6 points of fire damage to every creature in the area. The second cone of flame deals 2d6 points of fire damage to every creature in the area. The third cone of flame deals 1d6 points of fire damage to every creature in the area. A successful Reflex save halves this damage. After the third cone of flame, the spell ends.

Gaseous Form (287)

School transmutation; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components S, M/DF (a bit of gauze and a wisp of smoke)

Range touch

Target willing corporeal creature touched

Duration 2 min./level (D)

Saving Throw none; **Spell Resistance** no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in

its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Haste (294)

School transmutation; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a shaving of licorice root)

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

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

Duration 1 round/level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

Invisibility (301)

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.

Jump (303)

School transmutation; **Level** druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a grasshopper's hind leg)

Range touch

Target creature touched

Duration 1 min./level (D)

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

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Keen Senses (APG 230)

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

Casting Time 1 standard action

Components V, M/DF (a hawk's feather)

Range touch

Target creature touched

Duration 1 minute/level (D)

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

Resistance yes (harmless)

The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell.

Reduce Person (330) DC 14 15

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

Resistance 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 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.

Spider Climb (347)

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

Casting Time 1 standard action

Components V, S, M (a live spider)

Range touch

Target creature touched

Duration 10 min./level

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

Resistance yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Stone Fist (APG 247)

School transmutation [earth]; **Level** alchemist 1, druid 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a chip of granite)

Range personal

Target you

Duration 1 minute/level (D)

This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8.

Stone to flesh immediately dispels *stone fist*. Should you be the target of *transmute rock to mud*, this spell immediately ends and you take 4d6 points of damage.

Shield (342)

School abjuration [force]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

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.

Vomit Swarm (APG 254)

School conjuration (summoning); **Level** alchemist 2, witch 2

Casting Time 1 standard action

Components S

Range personal

Effect one swarm of spiders

Duration 1 round/level

You vomit forth a swarm of spiders (*Bestiary*, page 258) that attacks all other creatures within its area. The swarm begins adjacent to you, but if no living creatures are within its area, it moves in one direction of your choosing at its normal speed. You can move the swarm or change the swarm's direction by spending a standard action to concentrate on the swarm, otherwise it continues moving in its current direction. If your caster level is at least 7th, you can vomit forth a swarm of wasps instead (*Bestiary* 275). Finally, if your caster level is at least 13th, you can vomit forth a swarm of army ants (*Bestiary* 16).

The Paths We Choose Spells

Mission 5: The Vault of Bastorieth (Cheliox/Dark Archive)

Blur (251) **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).

Deeper Darkness (265) **AT WILL**

School evocation [darkness]; **Level** cleric 3

Duration 10 min./level (D)

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

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

Detect Thoughts (268) **DC 15 17 AT WILL**

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

Casting Time 1 standard action

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

Range 60 ft.

Area cone-shaped emanation

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

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

Resistance no

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

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

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

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

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dream (274) **3/DAY**

School illusion (phantasm) [mind-affecting];

Level bard 5, sorcerer/wizard 5

Casting Time 1 minute

Components V, S

Range unlimited

Target one living creature touched

Duration see text

Saving Throw none; **Spell Resistance** yes

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

Dust of Twilight (APG 217) DC 15 **AT WILL**

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

Casting Time 1 standard action

Components V, S, M (coal dust)

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

Target creatures and objects in a 10-ft. spread

Duration instantaneous

Saving Throw Fortitude negates (fatigue only);

Spell Resistance no

A shower of iridescent black particles clings to and extinguishes torches, lanterns, sunrods, and similar mundane light sources and dispels any spell of 2nd level or lower with the light descriptor (as *dispel magic*). Creatures in the area must make a Fortitude save or become fatigued.

Nightmare (316) 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 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.

Plane Shift (322) **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).

Protection from Evil (327)

School abjuration [good]; **Level** cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects such as charm person, command, and dominate person). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the

target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Protection from Good (327)

CONSTANT

School abjuration [evil]; **Level** cleric 1, sorcerer/wizard 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

Shadow Step (UM 237) 5/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.

Shadow Walk (341) 1/DAY

School illusion (shadow); **Level** bard 5, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range touch

Targets up to one touched creature/level

Duration 1 hour/level (D)

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

To use the *shadow walk* spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 × 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 × 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Suggestion (350) DC 18 3/DAY

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

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).

The Paths We Choose Spells

Mission 7: The Replevin (Osirion/Scarab Sages)

Animate Dead (241)

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

Casting Time 1 standard action

Components V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)

Range touch

Targets one or more corpses touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell turns corpses into undead skeletons or zombies (see the *Pathfinder RPG Bestiary*) that obey your spoken commands. The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of *animate dead*. The *desecrate* spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

Bane (246) DC 15

School enchantment (compulsion) [fear, mind-affecting]; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range 50 ft.

Area 50-ft.-radius burst, centered on you

Duration 1 min./level

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

Bane fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects. *Bane* counters and dispels *bless*.

Bleed (249) DC 13 14

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.

Cause Fear (252) DC 14 15

School necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Target one living creature with 5 or fewer HD

Duration 1d4 rounds or 1 round; see text

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

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. *Cause fear* counters and dispels *remove fear*.

Command (256) DC 14 15

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

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.

Darkness (263)

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

Casting Time 1 standard action

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

Range touch

Target object touched

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light

Doom (274) DC 14 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.

False Life (280)

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

Casting Time 1 standard action

Components V, S, M (a drop of blood)

Range personal

Target you

Duration 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Ghost Sound (289)

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.

Inflict Light Wounds (300)

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.

Inflict Moderate Wounds (300)

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 Serious Wounds (301)

School necromancy; **Level** cleric 3

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage + 1 point per caster level (maximum +15).

Invisibility Purge (302)

School evocation; **Level** cleric 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

Levitate (304)

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.

Mage Hand (306)

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

Casting Time 1 standard action

Components V, S

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

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

Duration concentration

Saving Throw none; **Spell Resistance** no

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

Mirror Image (314)

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When *mirror image* is cast, 1d4 images plus one image per three caster levels

(maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Shield of Faith (342)

School abjuration; **Level** cleric 1

Casting Time 1 standard action

Components V, S, M (parchment with a holy text written on it)

Range touch

Target creature touched

Duration 1 min./level

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

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Sound Burst (346) DC 15 16

School evocation [sonic]; **Level** bard 2, cleric 2

Casting Time 1 standard action

Components V, S, F/DF (a musical instrument)

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

Area 10-ft.-radius spread

Duration instantaneous

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

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

Spark (APG 246)

School evocation [fire]; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V or S

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

Target one Fine object

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use *spark* in any sort of weather and it takes much less time to actually ignite an object.

Spiritual Weapon (348)

School evocation [force]; **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

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

Effect magic weapon of force

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round

that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual weapon's* AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20

+ caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a *spiritual weapon* of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).