

# Azure Bolt Sorcerer Spells (Tier 10-11)

1<sup>st</sup> (8/day)

2<sup>nd</sup> (7/day)

3<sup>rd</sup> (7/day)

4<sup>th</sup> (7/day)

5<sup>th</sup> (7/day)

6<sup>th</sup> (4/day)

## Acid Fog

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (powdered peas and an animal hoof)

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

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

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

*Acid fog* creates a billowing mass of misty vapors like the *solid fog* spell. In addition to slowing down creatures and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

## Acid Splash

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one missile of acid

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

## Bear's Endurance

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bear)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which

adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

## Black Tentacles

**School** conjuration (creation); **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (octopus or squid tentacle)

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

**Area** 20-ft.-radius spread

**Duration** 1 round/level (D)

**Saving Throw:** none; **Spell Resistance:** no

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *black tentacles* is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The *black tentacles* spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that *black tentacles* succeeds on a grapple check, it deals an additional 1d6+4

points of damage. The CMD of *black tentacles*, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

### **Bleed (DC 15)**

**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.

### **Chain Lightning (DC 23)**

**School** evocation [electricity]; **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)

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

**Targets** one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

**Duration** instantaneous

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

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

### **Charm Monster (DC 19)**

**School** enchantment (charm) [mind-affecting];

**Level** bard 3, sorcerer/wizard 4

**Target** one living creature

**Duration** 1 day/level

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

#### **Charm Person**

**School** enchantment (charm) [mind-affecting];

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

## Cone of Cold (DC 22)

**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).

## Detect Magic

### Dimension Door

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

**Casting Time** 1 standard action

**Components** V

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

**Target** you and touched objects or other touched willing creatures

**Duration** instantaneous

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

**Spell Resistance** no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

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

If there is no free space within 100 feet, you and each creature traveling with you take an

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

### False Life

**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).

## Fear (DC 19)

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

**Casting Time** 1 standard action

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

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** 1 round/level or 1 round; see text

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

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

## Feeblemind (DC 20)

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

**Casting Time** 1 standard action

**Components** V, S, M (a handful of clay, crystal, or glass spheres)

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

**Target** one creature

**Duration** instantaneous

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

Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it

knows who its friends are and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feblemind*. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a –4 penalty on its saving throw.

### Fireball (DC 20)

**School** evocation [fire]; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a ball of bat guano and sulfur)

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

**Area** 20-ft.-radius spread

**Duration** instantaneous

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

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must “hit” the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

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

### Flare (DC 17)

**School** evocation [light]; **Level** bard 0, druid 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V

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

**Effect** burst of light

**Duration** instantaneous

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

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

### Fly

**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*.

### Form of the Dragon I

**School** transmutation (polymorph); **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a scale of the dragon type you plan to assume)

**Range** personal

**Target** you

**Duration** 1 min./level (D)

**Save** see below; **SR** no

You become a Medium chromatic or metallic dragon (see the *Pathfinder RPG Bestiary*). You gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60

feet, a breath weapon, and resistance to one element. You also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). Your breath weapon and resistance depend on the type of dragon. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage. In addition, some of the dragon types grant additional abilities, as noted below.

*Black dragon:* 60-foot line of acid, resist acid 20, swim 60 feet

*Blue dragon:* 60-foot line of electricity, resist electricity 20, burrow 20 feet

*Green dragon:* 30-foot cone of acid, resist acid 20, swim 40 feet

*Red dragon:* 30-foot cone of fire, resist fire 30, vulnerability to cold

*White dragon:* 30-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire

*Brass dragon:* 60-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold

*Bronze dragon:* 60-foot line of electricity, resist electricity 20, swim 60 feet

*Copper dragon:* 60-foot line of acid, resist acid 20, *spider climb* (always active)

*Gold dragon:* 30-foot cone of fire, resist fire 20, swim 60 feet

*Silver dragon:* 30-foot cone of cold, resist cold 30, vulnerability to fire

### **Grease**

**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.

### **Gust of Wind (DC 19)**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

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

**Duration** 1 round

**Saving Throw** Fortitude negates; **Spell**

**Resistance** yes

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

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

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

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check. Large or larger creatures may move normally within a *gust of wind* effect.

This spell can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a –4 penalty on ranged attacks and Perception checks in the area of a *gust of wind*.

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

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind

would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

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

### Haste

**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*.

### Ice Storm

**School** evocation [cold]; **Level** druid 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (dust and water)

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

**Area** cylinder (20-ft. radius, 40 ft. high)

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

### Light

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

**Casting Time** 1 standard action

**Components** V, M/DF (a firefly)

**Range** touch

**Target** object touched

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** 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 (DC 20)

**School** evocation [electricity]; **Level** sorcerer/wizard 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; **Spell Resistance** 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 Armor

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured leather)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

**Resistance** no

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### Mage Hand

**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.

### Magic Missile

**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. 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 0, druid 0, sorcerer/wizard 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); **Spell**

**Resistance:** 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.

### Overland Flight

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

**Components:** V, S

**Range** personal

**Target** you

**Duration** 1 hour/level

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

### Fly

**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.

## Ray of Enfeeblement (DC 16)

**School** necromancy; **Level** sorcerer/wizard 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; **Spell Resistance** 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 [cold]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** 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

### Resist Energy

**School** abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

*Resist energy* absorbs only damage.

The subject could still suffer unfortunate side effects.

*Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

### Scorching Ray

**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

**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.

### Shield

**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.

### Shocking Grasp

**School** evocation [electricity]; **Level** sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch  
**Target** creature or object touched  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** yes

### CSW, Potion of (x2) 3d8+ 5

### Vampiric Touch, Wand of (10 charges)

**School** necromancy; **Level** sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch  
**Target** living creature touched  
**Duration** instantaneous/1 hour; see text

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

### Slow (DC 18)

**School** transmutation; **Level** bard 3, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S, M (a drop of molasses)  
**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** Will negates; **Spell Resistance** yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

### Spell Resistance

**School** abjuration; **Level** cleric 5  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** touch  
**Target** creature touched  
**Duration** 1 min./level  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains spell resistance equal to 12 + your caster level.

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### Saving Throw none; Spell Resistance yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.



# Blood Hag Spells (Tier 10-11)

## Deep Slumber (DC 17) 3/day

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 3  
**Range** close (25 ft. + 5 ft./2 levels)

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

### *Sleep*

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S, M (fine sand, rose petals, or a live cricket)

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

**Area** one or more living creatures within a 10-ft.-radius burst

**Duration** 1 min./level

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

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

## Detect Good (Constant)

## Detect Magic (Constant)

## Inflict Moderate Wounds (DC 16) At Will

**School** necromancy; **Level** cleric 2

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

### *Inflict Light Wounds*

**School** necromancy; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

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

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

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

## Scorching Ray (At Will)

**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.

## Spider Climb (self only) At Will

**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.



# Bramble Sorcerer Spells (Tier 3-4) (Tier 5-6)

1<sup>st</sup> (7/day)  
2<sup>nd</sup> (5/day)

## Acid Arrow

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (rhubarb leaf and an adder's stomach), F (a dart)

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

**Effect** one arrow of acid

**Duration** 1 round + 1 round per three levels

**Saving Throw** none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

## Acid Splash

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one missile of acid

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

## Cause Fear (DC 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*.

## Charm Person (DC 15)

**School** enchantment (charm) [mind-affecting];

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

## Detect Magic

## Ghost Sound (DC 14)

**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.

### Mage Armor

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured leather)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### Mage Hand

**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.

### Magic Missile

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

### Message

**School** transmutation [language-dependent];

**Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, F (a piece of copper wire)

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

**Targets** one creature/level

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't

transcend language barriers. To speak a message, you must mouth the words and whisper.

### **Mirror Image**

**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).

### **Ray of Enfeeblement (DC 15)**

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

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

### **CMW, Potion of 2d8+3**

#### **Invisibility, Potion of**

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

**Duration** 1 round/level

**Saving Throw** Fortitude half; **Spell Resistance** 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.

### **Read Magic**

#### **Resist Energy**

**School** abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

*Resist energy* absorbs only damage. The subject could still suffer unfortunate side effects.

*Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

\*\*\*

**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 *bleed* 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.

#### **Levitate, Scroll of (x2)**

**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.

#### **Ray of Exhaustion, Scroll of**

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

**Casting Time** 1 standard action

**Components** V, S, M (a drop of sweat)

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

**Effect** ray

**Duration** 1 min./level

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

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

#### **Silent Image, Scroll of**

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

**Casting Time** 1 standard action

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

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

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

**Duration** concentration

**Saving Throw** Will disbelief (if interacted with);  
**Spell Resistance** no

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

**Entangle, Wand of (20 charges)**

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

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Area** plants in a 40-ft.-radius spread

**Duration** 1 min./level (D)

**Saving Throw:** Reflex partial; see text; **Spell**

**Resistance:** no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the

area of effect or those that enter the area.

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

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



# Cave Wizard (Evoker) Spells (Tier 7-8)

## **Force Missile (Sp): (1d4+4) 7/day**

As a standard action you can unleash a force missile that automatically strikes a foe, as *magic missile*. The force missile deals 1d4 points of damage plus the damage from your intense spells evocation power. This is a force effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

## **Elemental Wall (Sp): (At will, 9 rds/day)**

At 8th level, you can create a wall of energy that lasts for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This wall deals acid,

cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like *wall of fire*.

## **Intense Spells (Su):**

Whenever you cast an evocation spell that deals hit point damage, add 1/2 your wizard level to the damage (minimum +1). This bonus damage is not increased by Empower Spell or similar effects. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This damage is of the same type as the spell. At 20th level, whenever you cast an evocation spell you can roll twice to penetrate a creature's spell resistance and take the better result.

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## **Acid Arrow**

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (rhubarb leaf and an adder's stomach), F (a dart)

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

**Effect** one arrow of acid

**Duration** 1 round + 1 round per three levels

**Saving Throw** none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

## **Empower Spell (Metamagic)**

You can increase the power of your spells, causing them to deal more damage.

**Benefit:** All variable, numeric effects of an empowered spell are increased by half, including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

## **Acid Arrow (EMPOWERED)**

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (rhubarb leaf and an adder's stomach), F (a dart)

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

**Effect** one arrow of acid

**Duration** 1 round + 1 round per three levels

**Saving Throw** none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow

## **Acid Splash**

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one missile of acid

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

### **Bear's Endurance**

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bear)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

### **Burning Hands (DC 16) x2**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

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

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

### **Color Spray (DC 15)**

**School** illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (red, yellow, and blue powder or colored sand)

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous; see text

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

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each

creature within the cone is affected according to its HD.

*2 HD or less:* The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

*3 or 4 HD:* The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

*5 or more HD:* The creature is stunned for 1 round.

Sightless creatures are not affected by *color spray*.

### **Cone of Cold (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).

### **Dancing Lights**

**School** evocation [light]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** Up to four lights, all within a 10-ft.-radius area

**Duration** 1 minute (D)

**Saving Throw** none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one *dancing lights* 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, it does not count against this limit.

*Dancing lights* can be made permanent with a *permanency* spell.

## Detect Magic

### Dispel Magic

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

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

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

### Feather Fall

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

**Casting Time** 1 immediate action

**Components** V

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

**Targets** one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

**Duration** until landing or 1 round/level

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

The affected creatures or objects fall slowly. *Feather fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet),

and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

*Feather fall* works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

## Fireball (DC 18)

**School** evocation [fire]; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a ball of bat guano and sulfur)

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

**Area** 20-ft.-radius spread

**Duration** instantaneous

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

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or

breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

## Gaseous Form

**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.

## Invisibility, Greater

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

**Components:** V, S

**Target** you or creature touched

**Duration** 1 round/level (D)

**Saving Throw** Will negates (harmless)

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

### **Invisibility**

**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 *bleed* 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.

### **Mage Armor**

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured leather)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### **Mage Hand**

**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.

### **Protection From Energy**

**School** abjuration; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level or until discharged

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

*Protection from energy* grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

*Protection from energy* overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist*

energy, the *protection* spell absorbs damage until its power is exhausted.

### Ray of Enfeeblement (DC 15)

**School** necromancy; **Level** sorcerer/wizard 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; **Spell Resistance** 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 Exhaustion (DC 17)

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

**Casting Time** 1 standard action

**Components** V, S, M (a drop of sweat)

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

**Effect** ray

**Duration** 1 min./level

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

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

### Resilient Sphere (DC 19)

**School** evocation [force]; **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, F (a crystal sphere)

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

**Effect** 1-ft.-diameter/level sphere, centered around a creature

**Duration** 1 min./level (D)

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

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere functions as a *wall of force*, except that it can be negated by *dispel magic*. A subject inside the sphere can breathe normally. The sphere cannot be physically moved either by people outside it or by the struggles of those within.

### Scorching Ray

**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.

### Spider Climb

**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.

## Stinking Cloud (DC 17)

**School** conjuration (creation); **Level** sorcerer/wizard 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;

**Spell Resistance** 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.

## Stone Shape

**School** transmutation [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (soft clay)

**Range** touch

**Target** stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

## Summon Swarm

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

**Casting Time** 1 round

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

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

**Effect** one swarm of bats, rats, or spiders

**Duration** concentration + 2 rounds

**Saving Throw** none; **Spell Resistance** no

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other

creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

## Transmute Rock To Mud

**School** transmutation [earth]; **Level** druid 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M/DF (clay and water)

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

**Area** up to two 10-ft. cubes/level (S)

**Duration** permanent; see text

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

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a –2 penalty on attack rolls and AC. Brush or similar material thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

*Transmute rock to mud* counters and dispels *transmute mud to rock*.

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### CMW, Potion of 2d8+3

**Clairaudience/Clairvoyance, Scroll of School** divination (scrying); **Level** bard 3, sorcerer/wizard 3

**Casting Time** 10 minutes

**Components** V, S, F/DF (a small horn or a glass eye)

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

**Effect** magical sensor

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

*Clairaudience/clairvoyance* creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect.

*Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

### Solid Fog, Scroll of

**School** conjuration (creation); **Level** sorcerer/wizard 4

**Components:** V, S, M (powdered peas and an animal hoof)

**Duration** 1 min./level

**Spell Resistance** no

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that it impedes movement. Creatures moving through a *solid fog* move at half their normal speed and take a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in *solid fog*. *Solid fog*, and effects that work like *solid fog*, do not stack with

each other in terms of slowed movement and attack penalties.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

*Solid fog* can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.

### Stinking Cloud, Scroll of

**School** conjuration (creation); **Level** sorcerer/wizard 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;

**Spell Resistance** 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.

### Stone Shape, Scroll of

**School** transmutation [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (soft clay)

**Range** touch

**Target** stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

## Chameleon (Bard) Spells (Tier 10-11)

**Bardic Performance 29 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, suggestion)**

### **Bardic Performance:**

**Countersong (Su):** At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

**Dirge of Doom (Su):** A bard of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

**Distraction (Su):** At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the

Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Fascinate (Su):** At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

**Inspire Competence (Su): (+4)** A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear

the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

### ***Inspire Courage (Su):***

**(+3)** A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

***Inspire Greatness (Su):*** A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the bard attains beyond 9th, he can target an additional ally while using this performance (up to a maximum

of four targets at 18<sup>th</sup> level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

***Suggestion (Sp):*** A bard of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Making a *suggestion* does not count against a bard's total rounds per day of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

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**1<sup>st</sup> (6/day)**

**2<sup>nd</sup> (5/day)**

**3<sup>rd</sup> (5/day)**

**4<sup>th</sup> (2/day)**

#### **Alter Self**

**School** transmutation (polymorph); **Level** bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a piece of the creature whose form you plan to assume)

**Range** personal

**Target** you

**Duration** 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you

gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

***Small creature:*** If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

***Medium creature:*** If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

### **Blindness/Deafness (DC 17)**

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

**Casting Time** 1 standard action

**Components** V

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

**Target** one living creature

**Duration** permanent (D)

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

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

### **Charm Person (DC 16)**

**School** enchantment (charm) [mind-affecting];

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

### **Cure Moderate Wounds (DC 17) 2d8+10**

### **Daze (DC 15)**

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of wool or similar substance)

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

**Target** one humanoid creature of 4 HD or less

**Duration** 1 round

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

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

### **Detect Magic**

### **Detect Thoughts (DC 17)**

**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.

### **Dimension Door**

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

**Casting Time** 1 standard action

**Components** V

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

**Target** you and touched objects or other touched willing creatures

**Duration** instantaneous

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

**Spell Resistance** no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

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

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

### **Disguise Self**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another

subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

### **Expeditious Retreat**

**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).

### **Feather Fall**

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

**Casting Time** 1 immediate action

**Components** V

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

**Targets** one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

**Duration** until landing or 1 round/level

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

The affected creatures or objects fall slowly. *Feather fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object

counts as four Medium creatures or objects, and so forth.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

*Feather fall* works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

## Flare (DC 15)

**School** evocation [light]; **Level** bard 0, druid 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V

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

**Effect** burst of light

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell**

**Resistance** yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

## Freedom of Movement

**School** abjuration; **Level** bard 4, cleric 4, druid 4, ranger 4

**Casting Time** 1 standard action

**Components** V, S, M (a leather strip bound to the target), DF

**Range** personal or touch

**Target** you or creature touched

**Duration** 10 min./level

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

**Resistance** yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than

hurled. The *freedom of movement* spell does not, however, grant water breathing.

## Gaseous Form

**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 (DC 18)

**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*.

### Hideous Laughter (DC 16)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (tiny fruit tarts and a feather)

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

**Target** one creature; see text

**Duration** 1 round/level

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

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. On the creature's next turn, it may attempt a new saving throw to end the effect. If successful, the effect ends and the creature is treated as if it spent a full-round action on its turn.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

### Invisibility, Greater

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

**Components**: V, S

**Target** you or creature touched

**Duration** 1 round/level (D)

**Saving Throw** Will negates (harmless)

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

### Invisibility

**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.*

### **Mage Hand**

**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**

**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).

### **Open/Close**

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

**Resistance** 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.

### **Prestidigitation**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 10 ft.

**Target, Effect, or Area** see text

**Duration** 1 hour

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

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitat*ion spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitat*ion can create small objects, but they look crude and artificial. The materials created by a *prestidigitat*ion spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitat*ion lacks the power to duplicate any other spell effects. Any actual change to an

object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

### See Invisibility

**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.

## Slow (DC 18)

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

**Casting Time** 1 standard action

**Components** V, S, M (a drop of molasses)

**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** Will negates; **Spell Resistance** yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

## Undetectable Alignment

**School** abjuration; **Level** bard 1, cleric 2, paladin 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature or object

**Duration** 24 hours

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

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

## Bull's Strength, Potion of (x2)

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bull)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

## Eagle's Splendor, Potion of (x2)

**School** transmutation; **Level** bard 2, cleric 2, paladin 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (feathers or droppings from an eagle)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

**Enlarge Person, Potion of (x2)****School** transmutation; **Level** sorcerer/wizard 1**Casting Time** 1 round**Components** V, S, M (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 growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any *enlarged* item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

*Enlarge person* counters and dispels *reduce person*.

*Enlarge person* can be made permanent with a *permanency* spell.

**Reduce Person, Potion of (x2)****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.



# Con Artist (Bard) Spells (Tier 5-6)

**Bardic Performance 18 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion)**

## **Bardic Performance:**

**Countersong (Su):** At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

**Distraction (Su):** At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Fascinate (Su):** At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet,

able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

## **Inspire Competence**

**(Su): (+2)** A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

## **Inspire Courage (Su):**

**(+2)** A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally

must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

**Suggestion (Sp):** A bard of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature he

has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Making a *suggestion* does not count against a bard's total rounds per day of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

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1<sup>st</sup> (5/day)  
2<sup>nd</sup> (4/day)

### Alter Self

**School** transmutation (polymorph); **Level** bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a piece of the creature whose form you plan to assume)

**Range** personal

**Target** you

**Duration** 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

*Small creature:* If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

*Medium creature:* If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

### Comprehend Languages

**School** divination; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M/DF (pinch of soot and salt)

**Range** personal

**Target** you

**Duration** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not

necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

*Comprehend languages* can be made permanent with a *permanency* spell.

### Dancing Lights

**School** evocation [light]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** Up to four lights, all within a 10-ft.-radius area

**Duration** 1 minute (D)

**Saving Throw** none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or

down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one *dancing lights* 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, it does not count against this limit.

*Dancing lights* can be made permanent with a *permanency* spell.

## Detect Magic

### Detect Thoughts (DC 16)

**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.

### Disguise Self

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

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

### Ghost Sound (DC 15)

**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.

### Message

**School** transmutation [language-dependent];

**Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, F (a piece of copper wire)

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

**Targets** one creature/level

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

### Minor Image (DC 17)

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

**Duration** concentration + 2 rounds

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

### Silent Image (DC16)

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

**Casting Time** 1 standard action

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

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

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

**Duration** concentration

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

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

### Suggestion (DC 16)

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

**Level** bard 2, sorcerer/wizard 3

**Casting Time** 1 standard action

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

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

**Target** one living creature

**Duration** 1 hour/level or until completed

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

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

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

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

### Ventriloquism (DC 16)

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

**Casting Time** 1 standard action

**Components** V, F (parchment rolled into cone)

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

**Effect** intelligible sound, usually speech

**Duration** 1 min./level (D)

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

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## CLW, Potion of 1d8+1

### Elixir of Truth

**Aura** faint enchantment; **CL** 5th

**Slot** none; **Price** 500 gp; **Weight** —

#### Description

This elixir forces the drinker to say nothing but the truth for 10 minutes (Will DC 13 negates). She must answer any questions put to her in that time, but with each question she can make a separate DC 13 Will save. If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question (if she does answer, she must tell the truth). No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

**Construction Requirements** Craft Wondrous Item, *zone of truth*; **Cost** 250 gp

### Invisibility, Potion of (x2)

**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.



# Death Priest (Cleric of Urgathoa) Spells (Tier 7-8)

## **Bleeding Touch (Sp): (7/day, 4 rds)**

As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

## **Death's Embrace (Ex):**

At 8th level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

## **Dispelling Touch (Sp): (1/day)**

At 8th level, you can use a targeted *dispel magic* effect as a melee touch attack. You can use this ability once per day at 8th level and one additional time per day for every four cleric levels beyond 8th.

## **Hand of the Acolyte (Su): (7/day)**

You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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## **Bane (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*.

## **Bear's Endurance**

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bear)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

## **Bestow Curse (DC 19)**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

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

You place a curse on the subject.

Choose one of the following.

- –6 decrease to an ability score (minimum 1).
- –4 penalty on attack rolls, saves, ability checks, and skill checks.

• Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

*Bestow curse* counters *remove curse*.

## Bleed (DC 16)

**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 (DC 17) x2

**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*.

## Contagion (DC 19) x2

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** instantaneous

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

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

## Darkness

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

**Casting Time** 1 standard action

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

**Range** touch

**Target** object touched

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

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

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

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

## Death Knell (DC 18)

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

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

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

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

### **Death Ward**

**School** necromancy; **Level** cleric 4, druid 5, paladin 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** living creature touched

**Duration** 1 min./level

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

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

*Death ward* does not protect against other sorts of attacks, even if those attacks might be lethal.

### **Delay Poison (DC 16)**

**School** conjuration (healing); **Level** bard 2, cleric 2, druid 2, paladin 2, ranger 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the

spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

### **Desecrate**

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

**Casting Time** 1 standard action

**Component** V, S, M (a vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area), DF

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

**Area** 20-ft.-radius emanation

**Duration** 2 hours/level

**Saving Throw** none; **Spell Resistance** yes

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a *desecrated* area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

*Desecrate* counters and dispels *consecrate*.

### **Detect Poison**

#### **Dispels Magic**

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

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

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

### **Entropic Shield**

**School** abjuration; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level (D)

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

### **Freedom of Movement**

**School** abjuration; **Level** bard 4, cleric 4, druid 4, ranger 4

**Casting Time** 1 standard action

**Components** V, S, M (a leather strip bound to the target), DF

**Range** personal or touch

**Target** you or creature touched

**Duration** 10 min./level

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

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and

Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, grant water breathing.

### Light

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

**Casting Time** 1 standard action

**Components** V, M/DF (a firefly)

**Range** touch

**Target** object touched

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** 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.

### Obscuring Mist

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 20 ft.

**Effect** cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

### Poison (DC20)

**School** necromancy; **Level** cleric 4, druid 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** living creature touched

**Duration** instantaneous; see text

**Saving Throw** Fortitude negates; see text;

**Spell Resistance** yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

### Prayer

**School** enchantment (compulsion) [mind-affecting]; **Level** cleric 3, paladin 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** 40 ft.

**Area** all allies and foes within a 40-ft.-radius burst centered on you

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.

### Protection From Good

**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.

### **Protection from Evil**

**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.*

### **Resist Energy (DC 16)**

**School** abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

*This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.*

*Resist energy* absorbs only damage. The subject could still suffer unfortunate side effects.

*Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

### **Slay Living (DC 21) x2**

**School** necromancy [death]; **Level** cleric 5

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell**

**Resistance** yes

*You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.*

**Spell Immunity****School** abjuration; **Level** cleric 4**Casting Time** 1 standard action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell****Resistance** yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4<sup>th</sup> level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. *Spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

**Virtue****School** transmutation; **Level** cleric 0, druid 0, paladin 1**Casting Time** 1 standard action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 1 min.**Saving Throw** none; **Spell Resistance** yes (harmless)

With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.



# Dorvae Spells (Tier 10-11)

## Bestow Curse (DC 17) 3/day

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

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

You place a curse on the subject.

Choose one of the following.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

*Bestow curse* counters *remove curse*.

## Detect Thoughts (DC 15) 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.

## Dimension Door (3/day)

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

**Casting Time** 1 standard action

**Components** V

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

**Target** you and touched objects or other touched willing creatures

**Duration** instantaneous

**Saving Throw** none and Will negates (object); **Spell Resistance** no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

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

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

additional 4d6 points of damage and the spell simply fails.

### **Feeblemind (DC 18) 1/day**

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

**Casting Time** 1 standard action

**Components** V, S, M (a handful of clay, crystal, or glass spheres)

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

**Target** one creature

**Duration** instantaneous

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

**Resistance** yes

Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a –4 penalty on its saving throw.

### **Geas, Lesser (DC 17) 1/day**

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

**Level** bard 3, sorcerer/wizard 4

**Casting Time** 1 round

**Components** V

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

**Target** one living creature with 7 HD or less

**Duration** 1 day/level or until discharged (D)

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

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer HD and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in

certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the *lesser geas* for 24 hours, it takes a –2 penalty to each of its ability scores. Each day, another –2 penalty accumulates, up to a total of –8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *lesser geas*.

A *lesser geas* (and all ability score penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *lesser geas*.

### **See Invisibility (Constant)**

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

**Casting Time** 1 standard action

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

**Range** personal

**Target** you

**Duration** 10 min./level (D)

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

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

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

# Drider Spells (Tier 7-8)

1<sup>st</sup> (7/day)

2<sup>nd</sup> (6/day)

3<sup>rd</sup> (4/day)

## Bleed (DC 13)

**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.

## Clairaudience/Clairvoyance (1/day)

**School** divination (scrying); **Level** bard 3, sorcerer/wizard 3

**Casting Time** 10 minutes

**Components** V, S, F/DF (a small horn or a glass eye)

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

**Effect** magical sensor

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

*Clairaudience/clairvoyance* creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect.

*Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

## Dancing Lights (At Will)

**School** evocation [light]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** Up to four lights, all within a 10-ft.-radius area

**Duration** 1 minute (D)

**Saving Throw** none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one *dancing lights* 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, it does not count against this limit.

*Dancing lights* can be made permanent with a *permanency* spell.

## Darkness (At Will)

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

**Casting Time** 1 standard action

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

**Range** touch

**Target** object touched

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

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

is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than *darkness*.

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

This spell does not stack with itself.

*Darkness* can be used to counter or dispel any light spell of equal or lower spell level.

## Daze (DC 13)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of wool or similar substance)

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

**Target** one humanoid creature of 4 HD or less

**Duration** 1 round

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

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

## Deeper Darkness (1/day)

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

**Duration** 10 min./level (D)

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

This spell does not stack with itself.

*Deeper darkness* can be used to counter or dispel any light spell of equal or lower spell level.

## Darkness

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

**Casting Time** 1 standard action

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

**Range** touch

**Target** object touched

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

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

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

This spell does not stack with itself.

*Darkness* can be used to counter or dispel any light spell of equal or lower spell level.

## Detect Good (Constant)

## Detect Law (Constant)

## Detect Magic (Constant)

## Dispel Magic (1/day)

**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 nonmagical for the duration of the effect. An interdimensional

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

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

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

## Faerie Fire (At Will)

**School** evocation [light]; **Level** druid 1

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Area** creatures and objects within a 5-ft.-radius burst

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by *faerie fire* take a –20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical *darkness* effect functions normally), *blur*, *displacement*, *invisibility*, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

## Ghost Sound

**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.

### **Invisibility**

**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.

### **Levitate (1/day)**

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

**Casting Time** 1 standard action

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

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

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

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

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

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

## Lightning Bolt (DC 16) 4/day

**School** evocation [electricity]; **Level** sorcerer/wizard 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; **Spell Resistance** 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 Armor

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured leather)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

## Mage Hand

**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.

## Magic Missile

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

## Ray of Enfeeblement (DC 14)

**School** necromancy; **Level** sorcerer/wizard 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; **Spell Resistance** 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 [cold]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** 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

#### Resistance

**School** abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a miniature cloak)

**Range** touch

**Target** creature touched

**Duration** 1 minute

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

**Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

*Resistance* can be made permanent with a *permanency* spell.

### Silent Image (DC 14)

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

**Casting Time** 1 standard action

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

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

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

**Duration** concentration

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

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

### Suggestion (DC 16) 1/day

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

**Level** bard 2, sorcerer/wizard 3

**Casting Time** 1 standard action

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

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

**Target** one living creature

**Duration** 1 hour/level or until completed

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

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

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

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

### Web (DC 15)

**School** conjuration (creation); **Level** sorcerer/wizard 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; **Spell**

**Resistance** 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 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.



# Fey Enchantress (Sorcerer) Spells (Tier 10-11)

## **Fleeting Glance (Sp): (12 rds/day)**

At 9th level, you can turn invisible for a number of rounds per day equal to your sorcerer level. This ability functions as *greater invisibility*. These rounds need not be consecutive.

## **Laughing Touch (Sp): (8/day)**

At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours.

1<sup>st</sup> (8/day)

2<sup>nd</sup> (7/day)

3<sup>rd</sup> (7/day)

4<sup>th</sup> (7/day)

5<sup>th</sup> (6/day)

6<sup>th</sup> (3/day)

## **Bestow Curse (DC 19)**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

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

You place a curse on the subject. Choose one of the following.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

*Bestow curse* counters *remove curse*.

You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

## **Woodland Stride (Ex):**

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

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## **Charm Monster (DC 21)**

**School** enchantment (charm) [mind-affecting];

**Level** bard 3, sorcerer/wizard 4

**Target** one living creature

**Duration** 1 day/level

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

## **Charm Person (DC 18)**

**School** enchantment (charm) [mind-affecting];

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the

most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

### Crushing Despair (DC 23)

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

**Casting Time** 1 standard action

**Components** V, S, M (a single tear)

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** 1 min./level

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

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

*Crushing despair* counters and dispels *good hope*.

### Dancing Lights

**School** evocation [light]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** Up to four lights, all within a 10-ft.-radius area

**Duration** 1 minute (D)

**Saving Throw** none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one *dancing lights* 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, it does not count against this limit.

*Dancing lights* can be made permanent with a *permanency* spell.

### Daze (DC 19)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of wool or similar substance)

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

**Target** one humanoid creature of 4 HD or less

**Duration** 1 round

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

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

### Deep Slumber (DC 22)

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

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

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

### Sleep

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S, M (fine sand, rose petals, or a live cricket)

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

**Area** one or more living creatures within a 10-ft.-radius burst

**Duration** 1 min./level

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

A *sleep* spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless.

*Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.*

## Detect Magic

### Dominate Person (DC 24)

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

**Casting Time** 1 round

**Components** V, S

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

**Target** one humanoid

**Duration** 1 day/level

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

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

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

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

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

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

Subjects resist this control, and any subject forced to take actions against its nature

receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

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

### Entangle (DC 16)

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

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Area** plants in a 40-ft.-radius spread

**Duration** 1 min./level (D)

**Saving Throw:** Reflex partial; see text; **Spell Resistance:** no

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

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

### False Life

**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**

**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*.

### **Ghost Sound (DC 15)**

**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.

### **Glitterdust (DC 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.

### **Hideous Laughter (DC 21)**

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (tiny fruit tarts and a feather)

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

**Target** one creature; see text

**Duration** 1 round/level

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

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can

take no actions while laughing, but is not considered helpless. On the creature's next turn, it may attempt a new saving throw to end the effect. If successful, the effect ends and the creature is treated as if it spent a full-round action on its turn.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

### Hold Person (DC 22)

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

**Casting Time** 1 standard action

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

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

**Target** one humanoid creature

**Duration** 1 round/level (D); see text

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

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

### Lightning Bolt (DC 18)

**School** evocation [electricity]; **Level** sorcerer/wizard 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; **Spell Resistance** 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 Armor

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured leather)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### Mage Hand

**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.

### Magic Missile

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

### Message

**School** transmutation [language-dependent];

**Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, F (a piece of copper wire)

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

**Targets** one creature/level

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

### Mind Fog (DC 24)

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

**Casting Time** 1 standard action

**Components** V, S

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

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

**Duration** 30 minutes and 2d6 rounds; see text

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

*Mind fog* produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a –10 penalty on Wisdom checks and Will saves. (A

creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

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

The fog is thin and does not significantly hamper vision.

### Poison (DC 19)

**School** necromancy; **Level** cleric 4, druid 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** living creature touched

**Duration** instantaneous; see text

**Saving Throw** Fortitude negates; see text;

**Spell Resistance** yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

### Prestidigitation

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 10 ft.

**Target, Effect, or Area** see text

**Duration** 1 hour

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

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A *prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitations* can create small objects, but they look crude and artificial. The materials created by a *prestidigitations* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitations* lacks the power to duplicate any

other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

### Ray of Frost

**School** evocation [cold]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** 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

### Scorching Ray

**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.

### Shield

**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.

### Spectral Hand

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

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one spectral hand

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

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

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

### Suggestion (DC 22)

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

**Level** bard 2, sorcerer/wizard 3

**Casting Time** 1 standard action

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

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

**Target** one living creature

**Duration** 1 hour/level or until completed

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

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the

creature to do some obviously harmful act automatically negates the effect of the spell.

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

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

### **Suggestion, Mass (DC 25) 3/day**

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

**Level** bard 5, sorcerer/wizard 6

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

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

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

### **Touch of Idiocy**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** 10 min./level

**Saving Throw** no; **Spell Resistance** yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

### **Tree Stride**

**School** conjuration (teleportation); **Level** druid 5, ranger 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 hour/level or until expended; see text

When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

<b>Type of Tree</b>	<b>Transport Range</b>
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

### **Ventriloquism (DC 16)**

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

**Casting Time** 1 standard action

**Components** V, F (parchment rolled into cone)

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

**Effect** intelligible sound, usually speech

**Duration** 1 min./level (D)

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the

sound and rolls a successful save recognizes it

as illusory (but still hears it).

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### **Elixir of Love (x2)**

**Aura** faint enchantment; **CL** 4th

**Slot** none; **Price** 150 gp; **Weight** —

#### **Description**

This sweet-tasting liquid causes the character drinking it to become enraptured with the first creature she sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The charm effect wears off in 1d3 hours.

**Construction Requirements** Craft Wondrous Item, *charm person*; **Cost** 75 gp

### **Wall of Force, Scroll of**

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

**Casting Time** 1 standard action

**Components** V, S, M (powdered quartz)

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

**Effect** wall whose area is up to one 10-ft. square/level

**Duration** 1 round /level (D)

**Saving Throw** none; **Spell Resistance** no

A *wall of force* creates an invisible wall of pure force. The wall cannot move and is not

easily destroyed. A *wall of force* is immune to *dispel magic*, although a *mage's disjunction* can still dispel it. A *wall of force* can be damaged by spells as normal, except for *disintegrate*, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a *wall of force* has hardness 30 and a number of hit points equal to 20 per caster level. Contact with a *sphere of annihilation* or *rod of cancellation* instantly destroys a *wall of force*.

Breath weapons and spells cannot pass through a *wall of force* in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

*Wall of force* can be made permanent with a *permanency* spell.



# Lamia Spells (Tier 5-6)

## Charm Monster (DC 15) 3/day

**School** enchantment (charm) [mind-affecting];

**Level** bard 3, sorcerer/wizard 4

**Target** one living creature

**Duration** 1 day/level

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

### Charm Person

**School** enchantment (charm) [mind-affecting];

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

## Deep Slumber (DC 14) 1/day

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

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

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

### Sleep

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

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S, M (fine sand, rose petals, or a live cricket)

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

**Area** one or more living creatures within a 10-ft.-radius burst

**Duration** 1 min./level

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

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakenng a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

## Disguise Self (At Will)

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

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

## Major Image (DC 14) 3/day

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

**Duration** Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

### **Silent Image**

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

**Casting Time** 1 standard action

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

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

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

**Duration** concentration

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

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

### **Mirror Image (3/day)**

**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).

### **Suggestion (DC 14) 3/day**

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

**Level** bard 2, sorcerer/wizard 3

**Casting Time** 1 standard action

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

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

**Target** one living creature

**Duration** 1 hour/level or until completed

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

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

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

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

### **Ventriloquism (At Will)**

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

**Casting Time** 1 standard action

**Components** V, F (parchment rolled into cone)

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

**Effect** intelligible sound, usually speech

**Duration** 1 min./level (D)

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

## Maenad Spells (Tier 10-11)

### Bull's Strength (3/day)

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bull)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

**Resistance** yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

### Charm Monster (DC 19) 3/day

**School** enchantment (charm) [mind-affecting];

**Level** bard 3, sorcerer/wizard 4

**Target** one living creature

**Duration** 1 day/level

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

#### Charm Person

**School** enchantment (charm) [mind-affecting];

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hour/level

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

*This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.*

*The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is*

*worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.*

### Mad Hallucination (DC 17) 3/day

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

**Casting Time** 1 standard action

**Components** V, S

**Range** close (20 ft.)

**Target** one humanoid creature

**Duration** 5 minute/level (maximum 1 hour)

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

This spell induces a hallucinogenic reality in the mind of your target. Surfaces seem to swim, and movement constantly distracts the eye. The target takes a –2 penalty on Will saving throws, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks.

### Murderous Command (DC 16) At Will

**School** enchantment (compulsion) [mind-affecting]; **Level** antipaladin 1, 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 target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

### Polypurpose Panacea (At Will)

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

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** see below

This creates one of several cantrip-level effects relating to your health, well-being, and entertainment. The panacea has no side effects (for example, the intoxication panacea does not cause a hangover). When you use *polypurpose panacea*, choose one of the following effects.

*Analgesic:* You do not feel minor aches and pains, such as from arthritis, a cold, or a hangover, for 1 hour. For the duration, you gain a +2 resistance bonus against pain-related spells.

*Clarity:* You get a +1 competence bonus on a single attack roll, saving throw, or skill check within 1 minute. You must choose to use the bonus before making the roll to which it applies.

*Hallucination:* You have pleasant hallucinations for 1 hour, such as wandering lights, music, playful surreal animals, and so on. You can tell these are not real, but they are distracting, and you take a –2 penalty on Perception checks for the duration.

*Intoxication:* You feel comfortably intoxicated for 1 hour, as if you had a few alcoholic beverages.

*Lucid Dream:* If you take this panacea within 1 hour of going to sleep, you have a lucid dream that is under your control and lasts for an hour.

*Resistance:* You gain a +1 resistance bonus on saves for 1 minute.

*Sleep:* You enter a pleasant and restful sleep for at least 1 hour unless wakened. If you would normally begin sleeping at this time, when the panacea ends you continue sleeping normally.

*Sobriety:* You become completely sober for 1 hour, negating any penalties to your actions for being drunk (*GameMastery Guide* 237). Magical and alchemical methods (such as *detect poison*) still detect you as inebriated. Time spent under the effect of this panacea do not count toward the time necessary to sober up (it merely delays your intoxication).

*Tenacity:* You gain 1 temporary hit point for 1 minute.

*Wakefulness:* You remain awake for 2 hours without feeling sleepy, and without side effects such as jitteriness. You gain a +5 resistance bonus against sleep-related spells such as *lullaby* and *sleep*. This use of the panacea merely delays your need for sleep and does not count as rest or sleep. You can use it multiple times in succession, but as each effect wears off, you are as tired as you would be had you not used the panacea.

## Rage (At Will)

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

**Casting Time** 1 standard action

**Components** V, S

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

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

**Duration** concentration + 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

## Vampiric Touch (3/day)

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** instantaneous/1 hour; see text

**Saving Throw** none; **Spell Resistance** yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

# Owl Priest (Cleric of Gozreh) Spells (Tier 10-11)

## 7/day- *Lightning Arc* (Sp): (1d6+5 electricity)

As a standard action, you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6 points of electricity damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

## 7/day- *Storm Burst* (Sp): (1d6+5 nonlethal)

As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every

## Bestow Curse (DC 17)

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

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

You place a curse on the subject. Choose one of the following.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

*Bestow curse* counters *remove curse*.

## Bless

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

**Casting Time** 1 standard action

**Components** V, S, DF

two cleric levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

## At Will- *Lightning Lord* (Sp): (10 bolts/day)

At 8th level, you can call down a number of bolts of lightning per day equal to your cleric level. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as *call lightning*.

\*\*\*

**Range** 50 ft.

**Area** The caster and all allies within a 50-ft. burst, centered on the caster

**Duration** 1 min./level

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

*Bless* fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

*Bless* counters and dispels *bane*.

## Blindness/Deafness (DC 17)

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

**Casting Time** 1 standard action

**Components** V

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

**Target** one living creature

**Duration** permanent (D)

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

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

### **Bull's Strength**

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bull)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

**Resistance** yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

### **Call Lightning (DC 17)**

**School** evocation [electricity]; **Level** druid 3

**Casting Time** 1 round

**Components** V, S

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

**Effect** one or more 30-ft.-long vertical lines of lightning

**Duration** 1 min./level

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

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

### **Command (DC 15)**

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

**Level** cleric 1

**Casting Time** 1 standard action

**Components** V

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

**Target** one living creature

**Duration** 1 round

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

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

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

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

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

*Flee:* On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

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

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

### **Create Water**

**School** conjuration (creation) [water]; **Level** cleric 0, druid 0, paladin 1

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** up to 2 gallons of water/level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or

filling many small receptacles. This water disappears after 1 day if not consumed.

*Note:* Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

## Cure Critical Wounds **4d8+ 10**

### Darkness

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

**Casting Time** 1 standard action

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

**Range** touch

**Target** object touched

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

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

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

This spell does not stack with itself.

*Darkness* can be used to counter or dispel any light spell of equal or lower spell level.

### Detect Magic

### Dispel Magic

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

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

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

#### **Divine Favor**

**School** evocation; **Level** cleric 1, paladin 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

#### **Divine Power**

**School** evocation; **Level** cleric 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as *haste* or weapons with the *speed* special ability.

#### **Flamestrike( DC 19)**

**School** evocation [fire]; **Level** cleric 5, druid 4

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Area** cylinder (10-ft. radius, 40-ft. high)

**Duration** instantaneous

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

A *flame strike* evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

#### **Freedom of Movement**

**School** abjuration; **Level** bard 4, cleric 4, druid 4, ranger 4

**Casting Time** 1 standard action

**Components** V, S, M (a leather strip bound to the target), DF

**Range** personal or touch

**Target** you or creature touched

**Duration** 10 min./level

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

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as *paralysis*, *solid fog*, *slow*, and *web*. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, grant water breathing.

**Guidance****School** divination; **Level** cleric 0, druid 0**Casting Time** 1 standard action**Components** V, S**Range** touch**Target** creature touched**Duration** 1 minute or until discharged**Saving Throw** Will negates (harmless); **Spell****Resistance** yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

**Ice Storm****School** evocation [cold]; **Level** druid 4, sorcerer/wizard 4**Casting Time** 1 standard action**Components** V, S, M/DF (dust and water)**Range** long (400 ft. + 40 ft./level)**Area** cylinder (20-ft. radius, 40 ft. high)**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

**Obscuring Mist****School** conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1**Casting Time** 1 standard action**Components** V, S**Range** 20 ft.**Effect** cloud spreads in 20-ft. radius from you, 20 ft. high**Duration** 1 min./level (D)**Saving Throw** none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4

rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

**Owl's Wisdom****School** transmutation; **Level** cleric 2, druid 2, paladin 2, ranger 2, sorcerer/wizard 2**Casting Time** 1 standard action**Components** V, S, M/DF (feathers or droppings from an owl)**Range** touch**Target** creature touched**Duration** 1 min./level**Saving Throw** Will negates (harmless); **Spell****Resistance** yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive *owl's wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

**Protection From Good****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.

**Protection from Evil****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.

### **Resistance**

**School** abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a miniature cloak)

**Range** touch

**Target** creature touched

**Duration** 1 minute

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

**Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

### **Searing Light**

**School** evocation; **Level** cleric 3

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

### **Shield of Faith**

**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).

### **Slay Living (DC 19)**

**School** necromancy [death]; **Level** cleric 5

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell**

**Resistance** yes

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage

+ 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

### **Sleet Storm**

**School** conjuration (creation) [cold]; **Level** druid 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (dust and water)

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

**Area** cylinder (40-ft. radius, 20 ft. high)

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The sleet extinguishes torches and small fires.

### **Sound Burst (DC 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.

### **Spiritual Weapon**

**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).

## Unholy Blight (DC 18)

**School** evocation [evil]; **Level** cleric 4

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 20-ft.-radius spread

**Duration** instantaneous (1d4 rounds); see text

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

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

## Wind Wall

**School** evocation [air]; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a tiny fan and an exotic feather)

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

**Effect** wall up to 10 ft./level long and 5 ft./level high (S)

**Duration** 1 round/level

**Saving Throw** none; see text; **Spell Resistance** yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in *gaseous form* cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *wind walls* to enclose specific points.

\*\*\*

**CLW, Potion of (x2) 1d8+1**

# Protean, Imentesh Spells

## (Tier 7-8) (Tier 10-11)

### Break Enchantment (1/day)

**School** abjuration; **Level** bard 4, cleric 5, paladin 4, sorcerer/wizard 5

**Casting Time** 1 minute

**Components** V, S

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

**Targets** up to one creature per level, all within 30 ft. of each other

**Duration** instantaneous

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

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by *dispel magic* or *stone to flesh*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

### Chaos Hammer (DC 19) 3/day

**School** evocation [chaotic]; **Level** cleric 4

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 20-ft.-radius burst

**Duration** instantaneous (1d6 rounds); see text

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

**Resistance** yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds (see the *slow* spell). A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again

(down to one quarter) with a successful Will save.

### Detect Law (Constant)

### Dimension Door (At Will)

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

**Casting Time** 1 standard action

**Components** V

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

**Target** you and touched objects or other touched willing creatures

**Duration** instantaneous

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

**Spell Resistance** no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

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

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

## Dispel Law (DC 20) 1/day

**School** abjuration [chaotic]; **Level** cleric 5

This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

## Dispel Magic (3/day)

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

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

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

## Haste (1/day)

**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*.

## Make Whole (At Will)

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

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

**Target** one object of up to 10 cu. ft./level or one construct creature of any size

This spell functions as *mending*, except that it repairs 1d6 points of damage per level when cast on an object or construct creature (maximum 5d6).

*Make whole* can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

### Mending

**School** transmutation; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 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); **Spell**

**Resistance:** 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.

## Major Creation (At Will)

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

**Casting Time:** 10 minutes

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

**Duration** see text

This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal*	1 round/level

\* Includes adamantite, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

### Minor Creation

**School** conjuration (creation); **Level** sorcerer/wizard 4

**Casting Time** 1 minute

**Components** V, S, M (a tiny piece of matter of the same sort of item you plan to create with *minor creation*)

**Range** 0 ft.

**Effect** unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

## Polymorph Any Object (DC 23) 1/day

**School** transmutation (polymorph); **Level** sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S, M/DF (mercury, gum arabic, and smoke)

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

**Target** one creature, or one nonmagical object of up to 100 cu. ft./level

**Duration** see text

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

This spell functions like *greater polymorph*, except that it changes one object or creature into another. You can use this spell to transform all manner of objects and creatures into new forms—you aren't limited to transforming a living creature into another living form. The duration of the spell depends on how radical a change is made from the original state to its transmuted state. The duration is determined by using the following guidelines.

Changed Subject Is...	Increase to Duration Factor*
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence +2	

\*Add all that apply. Look up the total on the next table.

### Duration

Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

If the target of the spell does not have physical ability scores (Strength, Dexterity, or Constitution), this spell grants a base score of 10 to each missing ability score. If the target of the spell does not have mental ability scores (Intelligence, Wisdom, or Charisma), this spell grants a score of 5 to such scores. Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force. A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or

adamantine. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *baleful polymorph*, *greater polymorph*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.

### Polymorph, Greater

**School** transmutation (polymorph); **Level** sorcerer/wizard 7

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

### Polymorph

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

**Casting Time** 1 standard action

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

**Range** touch

**Target** living creature touched

**Duration** 1 min/level (D)

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

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

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

## Shatter (DC 17) At Will

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a chip of mica)

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

**Area or Target** 5-ft.-radius spread; or one solid object or one crystalline creature

**Duration** instantaneous

**Saving Throw** Will negates (object); Will negates (object) or Fortitude half; see text; **Spell**

**Resistance** yes

*Shatter* creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such unattended objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

## Shrink Item (At Will)

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one touched object of up to 2 cu. ft./level

**Duration** 1 day/level; see text

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

**Resistance** yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a cloth-like one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this

spell. Restoring the shrunken object to its normal size and composition ends the spell.

*Shrink item* can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

## Slow (DC 18) 3/day

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

**Casting Time** 1 standard action

**Components** V, S, M (a drop of molasses)

**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** Will negates; **Spell Resistance** yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

## Tongues (Constant)

**School** divination; **Level** bard 2, cleric 4, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, M/DF (a clay model of a ziggurat)

**Range** touch

**Target** creature touched

**Duration** 10 min./level

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

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

*Tongues* can be made permanent with a *permanency* spell.



# Protean, Naunet Spells (Tier 5-6)

## Acid Arrow (At Will)

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (rhubarb leaf and an adder's stomach), F (a dart)

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

**Effect** one arrow of acid

**Duration** 1 round + 1 round per three levels

**Saving Throw** none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

## Chaos Hammer (DC 16) 1/day

**School** evocation [chaotic]; **Level** cleric 4

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 20-ft.-radius burst

**Duration** instantaneous (1d6 rounds); see text

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

**Resistance** yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds (see the *slow* spell). A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one quarter) with a successful Will save.

## Detect Law (Constant)

## Dimension Door (At Will)

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

**Casting Time** 1 standard action

**Components** V

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

**Target** you and touched objects or other touched willing creatures

**Duration** instantaneous

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

**Spell Resistance** no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

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

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

## Fog Cloud (At Will)

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

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** fog spreads in 20-ft. radius

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

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

The spell does not function underwater.

### **Shatter (DC 14) At Will**

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a chip of mica)

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

**Area or Target** 5-ft.-radius spread; or one solid object or one crystalline creature

**Duration** instantaneous

**Saving Throw** Will negates (object); Will negates (object) or Fortitude half; see text; **Spell Resistance** yes

*Shatter* creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such unattended objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

# Protean, Voidworm Spells (Tier 1-2) (Tier 3-4)

## Blur (3/day)

**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).

## Commune (CL 12<sup>th</sup>, 6 questions) 1/week

**School** divination; **Level** cleric 5

**Casting Time** 10 minutes

**Components** V, S, M (holy or unholy water and incense worth 500 gp), DF

**Range** personal

**Target** you

**Duration** 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

## Dancing Lights (At Will)

**School** evocation [light]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** Up to four lights, all within a 10-ft.-radius area

**Duration** 1 minute (D)

**Saving Throw** none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one *dancing lights* 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, it does not count against this limit.

*Dancing lights* can be made permanent with a *permanency* spell.

## Detect Law (Constant)

## Ghost Sound (DC 12) At Will

**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.

### Obscuring Mist (3/day)

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 20 ft.

**Effect** cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

### Prestidigitation (At Will)

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 10 ft.

**Target, Effect, or Area** see text

**Duration** 1 hour

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

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A *prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

## Soulsliver Spells (Tier 3-4)

### Mage Hand (3/day)

**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 (1/day)

**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).

### Open/Close (3/day)

**School** transmutation; **Level** bard 0, sorcerer/wizard 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); **Spell Resistance** 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.

### Silent Image (3/day)

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

**Casting Time** 1 standard action

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

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

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

**Duration** concentration

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

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



# Storm Sorcerer Spells (Tier 5-6)

## **Elemental Ray (Sp): (1d6+3 electricity) 6/day**

Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack.

This ray deals 1d6 points of damage of your energy type + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

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**1<sup>st</sup> (7/day)**  
**2<sup>nd</sup> (6/day)**  
**3<sup>rd</sup> (4/day)**

### **Acid Splash (electricity)**

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one missile of acid

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

### **Saving Throw** none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one *dancing lights* 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, it does not count against this limit.

*Dancing lights* can be made permanent with a *permanency* spell.

## **Burning Hands (electricity DC 15)**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

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

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

### **Detect Magic**

## **Gust of Wind (DC 16)**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

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

**Duration** 1 round

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

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying

### **Dancing Lights**

**School** evocation [light]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** Up to four lights, all within a 10-ft.-radius area

**Duration** 1 minute (D)

creatures in this area take a –4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 × 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

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

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

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check. Large or larger creatures may move normally within a *gust of wind* effect.

This spell can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a –4 penalty on ranged attacks and Perception checks in the area of a *gust of wind*.

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

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

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

### Light

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

**Casting Time** 1 standard action

**Components** V, M/DF (a firefly)

**Range** touch

**Target** object touched

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** 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 (DC 17) 4/day

**School** evocation [electricity]; **Level** sorcerer/wizard 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; **Spell Resistance** 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 Armor

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured leather)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### **Mage Hand**

**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.

### **Magic Missile**

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

### **Obscuring Mist**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 20 ft.

**Effect** cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

### **Ray of Frost (electricity)**

**School** evocation [cold]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** 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**

#### **Scorching Ray (electricity)**

**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.

### **Shocking Grasp**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature or object touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

### **Spectral Hand**

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

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one spectral hand

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

A ghostly hand shaped from your life force materializes and moves as you desire,

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

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

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### **Fly, Scroll of**

**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*.

### **Gaseous Form, Scroll of**

**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.

#### **Levitate, Scroll of**

**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.



## Street Artist (Bard) Spells (Tier 7-8)

**Bardic Performance 21 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)**

### **Bardic Performance:**

**Countersong (Su):** At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

**Dirge of Doom (Su):** A bard of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

**Distraction (Su):** At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a

creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Fascinate (Su):** At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

### **Inspire Competence**

**(Su): (+3)** A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases

by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

### **Inspire Courage (Su):**

**(+2)** A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual

components. The bard must choose which component to use when starting his performance.

**Suggestion (Sp):** A bard of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Making a *suggestion* does not count against a bard's total rounds per day of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

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**1<sup>st</sup> (5/day)**

**2<sup>nd</sup> (5/day)**

**3<sup>rd</sup> (3/day)**

#### **Animate Rope**

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

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one rope-like object, length up to 50 ft. + 5 ft./level; see text

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged

touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

The spell cannot affect objects carried or worn by a creature.

## Confusion, Lesser (DC 14)

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

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Target** one living creature

**Duration** 1 round

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

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

### Confusion

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

**Casting Time** 1 standard action

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

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

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

**Duration** 1 round/level

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

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

#### d% Behavior

01–25 Act normally

26–50 Do nothing but babble incoherently

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

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

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

## Daze (DC 15)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of wool or similar substance)

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

**Target** one humanoid creature of 4 HD or less

**Duration** 1 round

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

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

### Detect Magic

#### Disguise Self

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

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

#### Grease

**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 (DC 18)

**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

**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 *bleed* 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.

### Light

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

**Casting Time** 1 standard action

**Components** V, M/DF (a firefly)

**Range** touch

**Target** object touched

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** 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.

### Mage Hand

**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.

### Major Image (DC 18)

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

**Duration** Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

### Silent Image

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

**Casting Time** 1 standard action

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

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

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

**Duration** concentration

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

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

### Mirror Image

**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).

### **Prestidigitation**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 10 ft.

**Target, Effect, or Area** see text

**Duration** 1 hour

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

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitat*ion spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitat*ion can create small objects, but they look crude and artificial. The materials created by a *prestidigitat*ion spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitat*ion lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

### **Read Magic**

### **Sepia Snake Sigil (DC 18)**

**School** conjuration (creation) [force]; **Level** bard 3, sorcerer/wizard 3

**Casting Time** 10 minutes

**Components** V, S, M (powdered amber worth 500 gp and a snake scale)

**Range** touch

**Target** one touched book or written work

**Duration** permanent or until discharged; until released or 1d4 days + 1 day/level; see text  
**Saving Throw** Reflex negates; **Spell Resistance** no

You cause a small symbol to appear in the text of a written work. The text containing the symbol must be at least 25 words long. When anyone reads the text containing the symbol, the *sepia snake sigil* springs into being, transforming into a large sepia serpent that strikes at the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the *sepia snake* dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + 1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

*Sepia snake sigil* can be cast in combination with other spells that hide or garble text, such as *secret page*.

### **Shatter**

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a chip of mica)

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

**Area or Target** 5-ft.-radius spread; or one solid object or one crystalline creature

**Duration** instantaneous

**Saving Throw** Will negates (object); Will negates (object) or Fortitude half; see text; **Spell Resistance** yes

**Resistance** yes

*Shatter* creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a

single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such unattended objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

### Silent Image (DC 16)

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

**Casting Time** 1 standard action

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

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

### CMW, Potion of (x2) 2d8+3

#### Eagle's Splendor, Potion of

**School** transmutation; **Level** bard 2, cleric 2, paladin 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (feathers or droppings from an eagle)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

**Resistance** yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

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

**Duration** concentration

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

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

### Sound Burst (DC 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.

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### Invisibility, Potion of

**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.

# Street Performer (Bard) Spells (Tier 1-2)

**Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate, inspire courage +1)**

## **Bardic Performance:**

**Countersong (Su):** At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

**Distraction (Su):** At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Fascinate (Su):** At 1st level, a bard can use his performance to cause one or more

creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

## **Inspire Courage (Su):**

**(+1)** A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

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1st (3/day)

### Charm Person (DC 14)

**School** enchantment (charm) [mind-affecting];

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

### Daze (DC 13)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of wool or similar substance)

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

**Target** one humanoid creature of 4 HD or less

**Duration** 1 round

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

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

### Detect Magic

### Expeditious Retreat

**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).

### Flare (DC 13)

**School** evocation [light]; **Level** bard 0, druid 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V

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

**Effect** burst of light

**Duration** instantaneous

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

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

### Ghost Sound (DC 13)

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

**Casting Time** 1 standard action

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

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

**Effect** illusory sounds

**Duration** 1 round/level (D)

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

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

The volume of sound created depends on your level. You can produce as much noise

as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

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

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

### **Prestidigitation**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 10 ft.

**Target, Effect, or Area** see text

**Duration** 1 hour

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

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of

spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

### **Sleep (DC 14)**

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S, M (fine sand, rose petals, or a live cricket)

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

**Area** one or more living creatures within a 10-ft.-radius burst

**Duration** 1 min./level

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

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

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### **CLW, Potion of (x2) 1d8+1**

#### **Invisibility, Potion of**

**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.

# Syrinx Cleric of Asmodeus Spells

## (Tier 1-2) (Tier 3-4)

### **Copycat (Sp): (6/day, 1 rd)**

You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

### **Touch of Evil (Sp): (6/day, 1 rd)**

You can cause a creature to become sickened as a melee touch attack. Creatures sickened by your touch count as good for the purposes of spells with the evil descriptor. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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### **Bleed (DC 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.

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.

### **Command (DC 14)**

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

**Level** cleric 1

**Casting Time** 1 standard action

**Components** V

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

**Target** one living creature

**Duration** 1 round

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

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

*Approach:* On its turn, the subject moves toward you as quickly and directly as

### **Detect Magic**

#### **Divine Favor**

**School** evocation; **Level** cleric 1, paladin 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

### **Protection From Good**

**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.

### **Protection from Evil**

**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.

### **Resistance**

**School** abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a miniature cloak)

**Range** touch

**Target** creature touched

**Duration** 1 minute

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

**Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

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CLW, Potion of 1d8+1

# Syrinx Wizard (Conjurer) Spells (Tier 7-8)

## **Acid Dart (Sp): (1d6+3 acid) 7/day**

As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

## **Summoner's Charm (Su):**

### **Acid Splash**

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one missile of acid

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

### **Alarm**

**School** abjuration; **Level** bard 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F/DF (a tiny bell and a piece of very fine silver wire)

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

**Area** 20-ft.-radius emanation centered on a point in space

**Duration** 2 hours/level (D)

**Saving Throw** none; **Spell Resistance** no

*Alarm* creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible in nature.

*Mental Alarm:* A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal

Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). This increase is not doubled by Extend Spell. At 20th level, you can change the duration of all *summon monster* spells to permanent. You can have no more than one *summon monster* spell made permanent in this way at one time. If you designate another *summon monster* spell as permanent, the previous spell immediately ends.

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sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

*Audible Alarm:* An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm*.

*Alarm* can be made permanent with a *permanency* spell.

## **Bestow Curse (DC 19)**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

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

You place a curse on the subject. Choose one of the following.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

*Bestow curse* counters *remove curse*.

### **Black Tentacles**

**School** conjuration (creation); **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (octopus or squid tentacle)

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

**Area** 20-ft.-radius spread

**Duration** 1 round/level (D)

**Saving Throw:** none; **Spell Resistance:** no

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *black tentacles* is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The *black tentacles* spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that *black tentacles* succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of *black tentacles*, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

### **Dimension Door**

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

**Casting Time** 1 standard action

**Components** V

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

**Target** you and touched objects or other touched willing creatures

**Duration** instantaneous

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

**Spell Resistance** no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

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

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

### **Glitterdust (DC 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 (DC 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.

## Invisibility

**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.

## Lightning Bolt (DC 17)

**School** evocation [electricity]; **Level** sorcerer/wizard 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; **Spell Resistance** 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 Armor

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured leather)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### Mage Hand

**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.

### Magic Missile

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

### Mirror Image

**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).

## Ray of Enfeeblement (DC 16)

### EMPOWERED

**School** necromancy; **Level** sorcerer/wizard 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; **Spell Resistance** 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.

### Empower Spell (Metamagic)

You can increase the power of your spells, causing them to deal more damage.

**Benefit:** All variable, numeric effects of an empowered spell are increased by half, including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

## Ray of Exhaustion (DC 18)

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

**Casting Time** 1 standard action

**Components** V, S, M (a drop of sweat)

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

**Effect** ray

**Duration** 1 min./level

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

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

### Ray of Frost

**School** evocation [cold]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** 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.

### Resistance

**School** abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a miniature cloak)

**Range** touch

**Target** creature touched

**Duration** 1 minute

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

**Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

*Resistance* can be made permanent with a *permanency* spell.

### Scorching Ray

**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.

### Shield

**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 shield 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.

### Stinking Cloud (DC 18)

**School** conjuration (creation); **Level** sorcerer/wizard 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;

**Spell Resistance** 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.

### Ventriloquism (DC 15)

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

**Casting Time** 1 standard action

**Components** V, F (parchment rolled into cone)

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

**Effect** intelligible sound, usually speech

**Duration** 1 min./level (D)

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in

any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

### Web (DC 17)

**School** conjuration (creation); **Level** sorcerer/wizard 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; **Spell**

**Resistance** 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 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.

# Taunting Comedian (Bard) Spells (Tier 3-4)

**Bardic Performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)**

**Bardic Performance:**

**Countersong (Su):** At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

**Distraction (Su):** At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

**Fascinate (Su):** At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of

paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

## **Inspire Competence**

**(Su): (+2)** A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

## **Inspire Courage (Su):**

**(+1)** A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's

performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th

level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

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**1<sup>st</sup> (4/day)**  
**2<sup>nd</sup> (2/day)**

### **Animate Rope**

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

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one rope-like object, length up to 50 ft. + 5 ft./level; see text

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

The spell cannot affect objects carried or worn by a creature.

### **Confusion, Lesser (DC 15)**

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

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Target** one living creature

**Duration** 1 round

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

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

#### **Confusion**

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

**Casting Time** 1 standard action

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

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

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

**Duration** 1 round/level

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

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

**d%** **Behavior**

01–25 Act normally

26–50 Do nothing but babble incoherently

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

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

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next

turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

#### CLW (DC 15) 1d8+4

#### Daze (DC 14)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0  
**Casting Time** 1 standard action  
**Components** V, S, M (a pinch of wool or similar substance)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one humanoid creature of 4 HD or less  
**Duration** 1 round  
**Saving Throw** Will negates; **Spell Resistance** yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

#### Detect Magic

#### Flare (DC 14)

**School** evocation [light]; **Level** bard 0, druid 0, sorcerer/wizard 0  
**Casting Time** 1 standard action  
**Components** V  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** burst of light  
**Duration** instantaneous  
**Saving Throw** Fortitude negates; **Spell Resistance** yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

#### Ghost Sound (DC 14)

**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.

#### Mending

**School** transmutation; **Level** bard 0, cleric 0, druid 0, sorcerer/wizard 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);

**Spell Resistance:** 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.

### Read Magic

### Suggestion (DC 16)

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

**Level** bard 2, sorcerer/wizard 3

**Casting Time** 1 standard action

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

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

**Target** one living creature

**Duration** 1 hour/level or until completed

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

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

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

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

### Tongues

**School** divination; **Level** bard 2, cleric 4, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, M/DF (a clay model of a ziggurat)

**Range** touch

**Target** creature touched

**Duration** 10 min./level

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

**Resistance** no

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

*Tongues* can be made permanent with a *permanency* spell.

### Ventriloquism (DC 15)

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

**Casting Time** 1 standard action

**Components** V, F (parchment rolled into cone)

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

**Effect** intelligible sound, usually speech

**Duration** 1 min./level (D)

**Saving Throw** Will disbelief (if interacted with);

**Spell Resistance** no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

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CMW, Potion of (x2) 2d8+3

# Undead Creator (Necromancer) Spells (Tier 10-11)

## **Grave Touch (Sp): (5 rds) 8/day**

As a standard action, you can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to 1/2 your wizard level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

## **Power over Undead (Su): (DC 17) 8/day**

You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to 3 + your Intelligence modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such

as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to 10 + 1/2 your wizard level + your Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

## **Life Sight (Su):**

At 8th level, you gain blindsight to a range of 10 feet for a number of rounds per day equal to your wizard level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12th level, and by an additional 10 feet for every four levels beyond 12th. These rounds do not need to be consecutive.

\*\*\*

## **Alarm**

**School** abjuration; **Level** bard 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F/DF (a tiny bell and a piece of very fine silver wire)

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

**Area** 20-ft.-radius emanation centered on a point in space

**Duration** 2 hours/level (D)

**Saving Throw** none; **Spell Resistance** no

*Alarm* creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible in nature.

*Mental Alarm:* A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb

concentration. A *silence* spell has no effect on a mental *alarm*.

*Audible Alarm:* An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm*.

*Alarm* can be made permanent with a *permanency* spell.

## **Animate Dead**

**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.

### **Baleful Polymorph (DC 20)**

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

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** permanent

**Saving Throw**: Fortitude negates, Will partial, see text; **Spell**

**Resistance**: yes

As *beast shape III*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its

ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving there from (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of *baleful polymorph*, and as long as *baleful polymorph* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

### **Bleed (DC 17)**

**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.

### **Blindness/Deafness (DC 19)**

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

**Casting Time** 1 standard action

**Components** V

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

**Target** one living creature

**Duration** permanent (D)

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

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

## **Blink**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 round/level (D)

You “blink” quickly back and forth between the Material Plane and the Ethereal Plane and look as though you’re winking in and out of reality at random. *Blink* has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn’t help opponents, since you’re ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you’re blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal

creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can’t attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

## **Burning Hands (DC 16)**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

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

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

## **Cause Fear (DC 18)**

**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*.

### Create Undead

**School** necromancy [evil]; **Level** cleric 6, sorcerer/wizard 6

**Casting Time** 1 hour

**Components** V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50 gp per HD of the undead to be created)

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

**Target** one corpse

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

A much more potent spell than *animate dead*, this evil spell allows you to infuse a dead body with negative energy to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs (see the *Pathfinder RPG Bestiary*). The type or types of undead you can create are based on your caster level, as shown on the table below.

#### Caster Level    Undead Created

11th or lower	Ghoul
12th–14th	Ghast
15th–17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

### Detect Magic

### Detect Undead

### Enervation

**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.

### Expeditious Retreat

**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).

### Eyebite (DC 23)

**School** necromancy; **Level** bard 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** 1 round/level

**Saving Throw:** Fortitude negates; **Spell**

**Resistance:** yes

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent.

*Sickened:* Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.

*Panicked:* The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

*Comatose:* The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any

means short of dispelling the effect. This is not a *sleep* effect, and thus elves are not immune to it.

You must spend a swift action each round after the first to target a foe.

### **False Life**

**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).

### **Fear (DC 21)**

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

**Casting Time** 1 standard action

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

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** 1 round/level or 1 round; see text

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

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

### **Fireball (DC 18)**

**School** evocation [fire]; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a ball of bat guano and sulfur)

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

**Area** 20-ft.-radius spread

**Duration** instantaneous

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

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must “hit” the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

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

### **Fly**

**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*.

## Mage Armor

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured leather)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

## Magic Jar (DC 22)

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

**Casting Time** 1 standard action

**Components** V, S, F (a gem or crystal worth at least 100 gp)

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

**Target** one creature

**Duration** 1 hour/level or until you return to your body

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

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy.

(Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or the host's location.

### **Magic Missile**

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

### **Ray of Exhaustion (DC 20)**

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

**Casting Time** 1 standard action

**Components** V, S, M (a drop of sweat)

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

**Effect** ray

**Duration** 1 min./level

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

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

### **Read Magic**

### **Resist Energy**

**School** abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

*Resist energy* absorbs only damage.

The subject could still suffer unfortunate side effects.

*Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

### **Scare (DC 19)**

**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

**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

**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.

### Solid Fog

**School** conjuration (creation); **Level** sorcerer/wizard 4

**Components:** V, S, M (powdered peas and an animal hoof)

**Duration** 1 min./level

**Spell Resistance** no

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that it impedes movement. Creatures moving through a *solid fog* move at half their normal speed and take a –2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except

for magic rays and the like). A creature or object that falls into *solid fog* is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in *solid fog*. *Solid fog*, and effects that work like *solid fog*, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

*Solid fog* can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.

### Teleport

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

**Casting Time** 1 standard action

**Components** V

**Range** personal and touch

**Target** you and touched objects or other touched willing creatures

**Duration** instantaneous

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

**Spell Resistance** no and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

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

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

**Familiarity:** “Very familiar” is a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you can currently physically see it or you’ve been there often. “Seen casually” is a place that you have seen more than once but with which you are not very familiar. “Viewed once” is a place that you have seen once, possibly using magic such as *scrying*.

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

**On Target:** You appear where you want to be.

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

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

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

	On Target	Off Target	Similar Area	Mishap
<b>Familiarity</b>				
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

## Touch of Fatigue (DC 17)

**School** necromancy; **Level** sorcerer/wizard 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; **Spell Resistance** 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.

## Vampiric Touch (X2)

**School** necromancy; **Level** sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch  
**Target** living creature touched  
**Duration** instantaneous/1 hour; see text  
**Saving Throw** none; **Spell Resistance** yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can’t gain more than the subject’s current hit points + the subject’s Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

## Wall of Fire

**School** evocation [fire]; **Level** druid 5, sorcerer/wizard 4  
**Casting Time** 1 standard action  
**Components** V, S, M/DF (a piece of phosphor)  
**Range** medium (100 ft. + 10 ft./level)  
**Effect** opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high  
**Duration** concentration + 1 round/level  
**Saving Throw** none; **Spell Resistance** yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes

damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

*Wall of fire* can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

### CMW, Potion of (x2) 2d8+3

#### Displacement, Potion of

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

**Casting Time** 1 standard action

**Components** V, M (a small loop of leather)

**Range** touch

**Target** creature touched

**Duration** 1 round/level (D)

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

**Resistance** 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.

#### Invisibility, Potion of

**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

#### Waves of Fatigue

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** no; **Spell Resistance** yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

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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.

# Wrath Priest (Cleric of Rovagug) Spells (Tier 7-8)

## **Destructive Smite (Su): (+4, 5/day)**

You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

## **Destructive Aura (Su): (+4, 8 rds/day)**

At 8th level, you can emit a 30-foot aura of destruction for a number of rounds per day equal to your cleric level. All attacks made against creatures in this aura (including you) gain a morale bonus on damage equal to 1/2 your cleric level and all critical threats are

## **Align Weapon (evil only)**

**School** transmutation [see text]; **Level** cleric 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** weapon touched or 50 projectiles (all of which must be together at the time of casting)

**Duration** 1 min./level

**Saving Throw** Will negates (harmless, object);

**Spell Resistance** yes (harmless, object)

*Align weapon* makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, *align weapon* is a chaotic, evil, good, or lawful spell, respectively.

automatically confirmed. These rounds do not need to be consecutive.

## **Scythe of Evil (Su): (1/day, 4 rds)**

At 8th level, you can give a weapon touched the *unholy* special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

## **Touch of Evil (Sp): (5/day, 4 rds)**

You can cause a creature to become sickened as a melee touch attack. Creatures sickened by your touch count as good for the purposes of spells with the evil descriptor. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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## **Bane (DC 13)**

**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 (DC 12)**

**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.

### **Bull's Strength**

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a few hairs, or a pinch of dung, from a bull)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

### **Chaos Hammer (DC 16)**

**School** evocation [chaotic]; **Level** cleric 4

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 20-ft.-radius burst

**Duration** instantaneous (1d6 rounds); see text

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

**Resistance** yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds (see the *slow* spell). A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one quarter) with a successful Will save.

### **Darkness**

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

**Casting Time** 1 standard action

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

**Range** touch

**Target** object touched

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

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

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

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

### **Divine Favor**

**School** evocation; **Level** cleric 1, paladin 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

### **Divine Power**

**School** evocation; **Level** cleric 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as *haste* or weapons with the *speed* special ability.

### **Entropic Shield**

**School** abjuration; **Level** cleric 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level (D)

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

### **Guidance**

**School** divination; **Level** cleric 0, druid 0

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 minute or until discharged

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

**Resistance** yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

### **Invisibility Purge**

**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.

### **Light**

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

**Casting Time** 1 standard action

**Components** V, M/DF (a firefly)

**Range** touch

**Target** object touched

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** 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.

### **Prayer**

**School** enchantment (compulsion) [mind-affecting]; **Level** cleric 3, paladin 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** 40 ft.

**Area** all allies and foes within a 40-ft.-radius burst centered on you

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls.

### **Protection From Energy (DC 15)**

**School** abjuration; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level or until discharged

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

*Protection from energy* grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

*Protection from energy* overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

### **Protection From Good**

**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.

### **Protection from Evil**

**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.*

### **Rage**

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

**Casting Time** 1 standard action

**Components** V, S

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

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

**Duration** concentration + 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

### **Resistance**

**School** abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a miniature cloak)

**Range** touch

**Target** creature touched

**Duration** 1 minute

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

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

*Resistance* can be made permanent with a *permanency* spell.

### **Shield of Faith**

**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).

## **Spiritual Weapon X2**

**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).

**True Strike****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.

**Unholy Blight (DC 16)****School** evocation [evil]; **Level** cleric 4**Casting Time** 1 standard action**Components** V, S**Range** medium (100 ft. + 10 ft./level)**Area** 20-ft.-radius spread**Duration** instantaneous (1d4 rounds); see text**Saving Throw** Will partial; **Spell Resistance** yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

# Wyvaran Inquisitor Spells (Tier 1-2) (Tier 3-4)

## 6/day- *Lightning Arc (Sp)*: (1d6 electricity)

As a standard action, you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of

electricity deals 1d6 points of electricity damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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## Acid Splash (At Will)

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one missile of acid

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

## Cause Fear (DC 15) 2/day

**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*.

## Daze (DC 14) At Will

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of wool or similar substance)

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

**Target** one humanoid creature of 4 HD or less

**Duration** 1 round

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

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

## Disrupt Undead (At Will)

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

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

## Guidance (At Will)

**School** divination; **Level** cleric 0, druid 0

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 minute or until discharged

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

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

## Shield of Faith (2/day)

**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).

# Wyvaran Sorcerer Spells (Tier 10-11)

1<sup>st</sup> (7/day)

2<sup>nd</sup> (7/day)

3<sup>rd</sup> (7/day)

4<sup>th</sup> (5/day)

5<sup>th</sup> (3/day)

## Bleed (DC 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.

## Cone of Cold (DC 19) 3/day

**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).

## Daze (DC 14)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of wool or similar substance)

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

**Target** one humanoid creature of 4 HD or less

**Duration** 1 round

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

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

## Detect Magic

### Dispel Magic

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

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

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

## Fear (DC 18)

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

**Casting Time** 1 standard action

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

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** 1 round/level or 1 round; see text

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

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

## Fireball (DC 17)

**School** evocation [fire]; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a ball of bat guano and sulfur)

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

**Area** 20-ft.-radius spread

**Duration** instantaneous

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

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise

it stops at the barrier just as any other spell effect does.

### **Fly**

**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*.

### **Grease (DC 15)**

**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.

### **Ice Storm**

**School** evocation [cold]; **Level** druid 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (dust and water)

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

**Area** cylinder (20-ft. radius, 40 ft. high)

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

### **Invisibility, Greater**

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

**Components:** V, S

**Target** you or creature touched

**Duration** 1 round/level (D)

**Saving Throw** Will negates (harmless)

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

### **Invisibility**

**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 *bleed* 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.

### Mage Armor

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured leather)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### Mage Hand

**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.

### Magic Missile

**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. A single missile can strike only one creature. You must

designate targets before you check for spell resistance or roll damage.

### Message

**School** transmutation [language-dependent];  
**Level** bard 0, sorcerer/wizard 0  
**Casting Time** 1 standard action  
**Components** V, S, F (a piece of copper wire)  
**Range** medium (100 ft. + 10 ft./level)  
**Targets** one creature/level  
**Duration** 10 min./level  
**Saving Throw** none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

### Mirror Image

**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).

### Obscuring Mist

**School** conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** 20 ft.  
**Effect** cloud spreads in 20-ft. radius from you, 20 ft. high  
**Duration** 1 min./level (D)  
**Saving Throw** none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

### Open/Close (DC 14)

**School** transmutation; **Level** bard 0, sorcerer/wizard 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); **Spell Resistance** 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.

### **Prestidigitation**

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 10 ft.

**Target, Effect, or Area** see text

**Duration** 1 hour

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

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

### **Read Magic**

#### **Resist Energy**

**School** abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted

increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

*Resist energy* absorbs only damage.

The subject could still suffer unfortunate side effects.

*Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

### **Resistance**

**School** abjuration; **Level** bard 0, cleric 0, druid 0, paladin 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a miniature cloak)

**Range** touch

**Target** creature touched

**Duration** 1 minute

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

**Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

*Resistance* can be made permanent with a *permanency* spell.

### **Scorching Ray**

**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**

**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.

### Shield

**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.

### Shocking Grasp

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature or object touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

### Slow (DC 17)

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

**Casting Time** 1 standard action

**Components** V, S, M (a drop of molasses)

**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** Will negates; **Spell Resistance** yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

### Web (DC 16)

**School** conjuration (creation); **Level** sorcerer/wizard 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; **Spell Resistance** 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 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.

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### **False Life (Scroll of)**

**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).

### **Haste (Scroll of)**

**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*.

### **Protection From Arrows (Wand of, 5 charges)**

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

**Casting Time** 1 standard action

**Components** V, S, F (a piece of tortoiseshell or turtle shell)

**Range** touch

**Target** creature touched

**Duration** 1 hour/level or until discharged

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

**Resistance** yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.