

# Maenad Spells

**Spell-Like Abilities** (CL 12th; concentration +17 **+19**)

## 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 DC 21) (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 DC 19) (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 (DC 18)) 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.

**Analgasic:** 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.

# Galtan Briar Rose Bushes Spells

**Spell-Like Abilities** (CL 5th; concentration +4)

## Hedge Stride (SP) (3/day)

This ability functions as *tree stride*, but rather than allowing for teleportation from tree to tree, it permits the living topiary to *teleport* from one area of brush or hedges to another area of similar vegetation within 1,500 feet.

### **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.

## Pass Without Trace (Constant)

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

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets** one creature/level touched

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

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

**Resistance** yes (harmless)

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

# Mercane Spells

**Spell-Like Abilities** (CL 9th; concentration +11)

## 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.

## Invisibility (self only) 3/day

**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.

## Plane Shift (DC 17) 1/day

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

**Casting Time** 1 standard action

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

**Range** touch

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

**Duration** instantaneous

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

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

# Witchwyrd Spells

**Spell-Like Abilities** (CL 8th; concentration +13)

## Detect Magic (Constant)

### Dimension Door (1/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.

## 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 non-magical 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.

### **Displacement (3/day)**

**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.

### **Floating Disk (Constant)**

**School** evocation [force]; **Level** sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V, S, M (a drop of mercury)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** 3-ft.-diameter disk of force  
**Duration** 1 hour/level  
**Saving Throw** none; **Spell Resistance** no

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

### **Mage Armor (Constant)**

#### **Resilient Sphere (DC 19) 1/day**

**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.

## Resist Energy (one at a time) Constant

**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.

## Suggestion (DC 18) 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).

## Unseen Servant (Constant)

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

**Casting Time** 1 standard action

**Components** V, S, M (a piece of string and a bit of wood)

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

**Effect** one invisible, mindless, shapeless servant

**Duration** 1 hour/level

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

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.



# Caulborn Spells

**Spell-Like Abilities** (CL 7th; concentration +11)

## **Charm Monster (DC 18) 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.*

## **Daze Monster (DC 16) 3/day**

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

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

**Target** one living creature of 6 HD or less

This spell functions like *daze*, but it can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

### **Daze**

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

**Casting Time** 1 standard action

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

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

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

**Duration** 1 round

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

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

## **Detect Magic (Constant)**

### **Detect Thoughts (DC 16) Constant**

**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.

### Hold Monster (DC 19) 3/day

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5

**Components:** V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)

**Target** one living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

#### Hold Person

**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.*

### Hypnotic Pattern (DC 16) 3/day

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

**Casting Time** 1 standard action

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

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

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

**Duration** Concentration + 2 rounds

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

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

level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

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

### Plane Shift (willing targets only) 1/week

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

**Casting Time** 1 standard action

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

**Range** touch

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

**Duration** instantaneous

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

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

### Read Magic (Constant)

### Vampiric Touch (DC 17) 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.

# Astomoi's Psychic Spells

**Psychic Spells Known** (CL 1st; concentration +4) **Psychic Discipline** self-perfection

## 1st (4/day)

### 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.

### 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*.

### Grave Words

**School** necromancy [language-dependent]; **Level** medium 0, occultist 0, psychic 0, spiritualist 0

**Casting Time** 1 minute

**Components** S

**Range** touch

**Target** one dead creature

**Duration** 1 round

With this spell and a touch, you can force a corpse to talk to you, but you can't ask it specific questions or communicate with it at all. The corpse will start babbling for 1 round, spitting out random sentences. There is a 10% chance this information is of some use to the caster, but it is difficult to distinguish whether the information is useful (the GM makes the percentile roll in secret).

Useful information may include warnings about dangers deeper in a dungeon, the command word to a magic item, or even vague and spectral warnings of your or your companions' future. The GM decides what information, useful or not, the corpse spews out in its babbling.

Once a corpse has been subject to *grave words* by a caster, any new attempt to cast *grave words* on that corpse fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the head of the corpse must have a mouth in order to speak at all. This spell doesn't affect a corpse that has been turned into an undead creature.

### Mind Thrust I (DC 14)

**School** divination [mind-affecting]; **Level** psychic 1

**Casting Time** 1 standard action

**Components** S

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

**Target** one creature

**Duration** instantaneous

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

You divine the most vulnerable portions of your opponent's mind and overload it with a glut of psychic information. This attack deals 1d6 points of damage per caster level (maximum 5d6). The target receives a Will save for half damage. This attack has no effect on creatures without an Intelligence score.

### Summon Monster I

**School** conjuration (summoning) [see text]; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S, F/DF (a tiny bag and a small candle)

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

**Effect** one summoned creature

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

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

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an “\*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “\*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell’s type match your alignment.

1st Level		Subtype
Dire rat*	—	
Dog*		—
Dolphin*		—
Eagle*		—
Fire beetle*		—
Frog, poison*		—
Pony (horse)*		—
Viper (snake)*		—

### Telekinetic Projectile

**School** evocation; **Level** occultist 0, psychic 0, spiritualist 0

**Casting Time** 1 standard action

**Components** V, S

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

**Duration** instantaneous

**Saving Throw** no; **Spell Resistance** no

You fling an object weighing up to 5 pounds at the target. You must succeed at a ranged attack (not a ranged touch attack) to hit your target; if you hit, you deal 1d6 points of bludgeoning damage to both the target and the object. The type of object thrown doesn’t change the damage type or any other properties of the attack, even if you throw a weapon or magic item in this way.

**Special Attacks** phrenic amplification (conjured armor), phrenic pool (3 points), physical push (+3, 3/day)

# Wihsaak Sahkil's Spells (Summoned)

**Spell-Like Abilities** (CL 8th; concentration +10)

## Blur (At Will)

**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).

## Detect Magic (At Will)

### Greater Teleport (At Will)

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

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

#### **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.

	<b>On Target</b>	<b>Off Target</b>	<b>Similar Area</b>	<b>Mishap</b>
<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

## See Invisibility (1/day)

**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.

## Suggestion (DC 15) 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).

## Unholy Blight (DC 16) 1/day

**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.

### **Vomit Swarm (At Will)**

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

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Effect** one swarm of spiders

**Duration** 1 round/level

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

# Fetchling Spells

**Spell-Like Abilities** (CL 1st; concentration –3)

## **Disguise Self (humanoid only) 1/day**

**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.

# Muzthari's Pakalchi Sahkil & Mesmerist Spells

**Spell-Like Abilities** (CL 12th; concentration +17 +20)

**Mesmerist Spells Known** (CL 6th; concentration +14)

**1st (6/day)**

**2nd (5/day)**

## **Bane (DC 21)**

**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 18)**

**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.

## **Blink (3/day)**

**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.

### **Blur**

**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).

### **Calm Emotions (DC 19 DC 22)**

#### **3/day**

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

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Area** creatures in a 20-ft.-radius spread

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

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

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although

they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

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

### **Charm Person (DC 16 DC 19) At Will**

**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 18)

**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 Good (At Will)

## Detect Magic (At Will)

### Disguise Self

## Disguise Self (humanoid only) 1/day

**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.

## Dominate Person (DC 20 DC 23)

## 1/day

**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.

## Ethereal Jaunt (Skip Between) Move Action

**School** transmutation; **Level** cleric 7, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

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

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature 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 ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

## Fly (3/day)

**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*.

## Forbid Action (DC 19)

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

**Casting Time** 1 standard action

**Component** V

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

**Target** one creature

**Duration** 1 round

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

You forbid the target a single course of action, which it avoids to the best of its ability. You may demand the target not take actions that fall into one of the following options.

**Attack:** The target cannot take any action that involves an attack roll, or uses a spell or ability that targets a foe or an area that includes a foe.

**Cast:** Target cannot cast spells or use spell-like abilities.

**Communicate:** The target cannot take any actions that allow it to communicate with

anyone. This includes such acts as speaking, Bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting.

**Draw:** Target cannot ready or prepare any item, weapon, component, or equipment.

**Move:** The target can take no act that would cause it to end up in a different location. The target does not resist being moved by others (and thus can be picked up or dragged, or can float along on a raft), but does not consciously attempt to move (including not directing a mount to move).

The target is free to take any actions not forbidden by the caster. For example, a target affected by this spell's demand to not move is still free to cast spells, make attacks, or shout for help.

### **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.

### **Oneiric Horror (DC 20)**

**School** illusion (phantasm) [mind-affecting]; **Level** bard 2, medium 1, mesmerist 2, psychic 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

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

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

You cause the subject to believe it is being attacked by a creature out of its nightmares. Each round, the subject makes a full-attack action against the creature. A flying creature can still attempt a Fly check to hover. Each round on its turn after making a full attack

against the imaginary creature, the subject can attempt a new saving throw to end the effect. The subject is fatigued for 1 minute after the spell ends.

### **Paranoia (DC 19)**

**School** illusion (phantasm) [mind-affecting];  
**Level** bard 2, medium 1, mesmerist 1, psychic 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

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

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

The target believes everyone it sees is an enemy. The target becomes hostile to all creatures, treating all creatures as enemies and only itself as an ally. The target must attempt attacks of opportunity whenever any creature provokes them. Finally, whenever the target is adjacent to two or more creatures, its paranoia overwhelms it, and it takes a –2 penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws.

### **Protection From Good (At Will)**

**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.*

### **Read Magic**

#### **Teleport, Greater (At Will)**

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

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear

in your original location. Interplanar travel is not possible.

### **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.

	<b>On Target</b>	<b>Off Target</b>	<b>Similar Area</b>	<b>Mishap</b>
<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 18)**

**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.

## True Seeing (Constant)

**School** divination; **Level** cleric 5, druid 7, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (an eye ointment that costs 250 gp)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

**Resistance** yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

*True seeing*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

## Unadulterated Loathing (DC 22)

**School** enchantment (compulsion) [emotion, mind-affecting];

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

**Casting Time** 1 standard action

**Components** V, S, M

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

**Target** one creature

**Duration** 1 day/level

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

You fill the target with a terrible loathing aimed at a specific creature. At the time of the casting, you designate a single creature as the object of the target's revulsion. Thereafter, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as

the target moves within this range, it becomes nauseated until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

*Unadulterated loathing* counters *reckless infatuation*.

## Summon (level 6, Wihsaak, 40%)

# Tik's Nosoi Psychopomp Spells

**Spell-Like Abilities** (CL 3rd; concentration +6)

## **Beast Shape II (Change Shape, raven or songbird, same statistics)**

**School** transmutation (polymorph); **Level** sorcerer/wizard 4

This spell functions as *beast shape I*, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

*Tiny animal:* If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

*Large animal:* If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.

## **Beast Shape I**

**School** transmutation (polymorph); **Level** sorcerer/wizard 3

**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 animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

*Small animal:* If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

*Medium animal:* If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

## **Hide From Undead (DC 14) 1/day**

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

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets** one touched creature/level

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

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

Undead cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures (such as skeletons or zombies) are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

## **Invisibility (Self only) (At Will)**

**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.

### **Sound Burst (DC 16) 1/day**

**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.

### **Speak With Dead (6 questions, CL 12<sup>th</sup>) 3/day**

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

**Level** cleric 3

**Casting Time** 10 minutes

**Components** V, S, DF

**Range** 10 ft.

**Target** one dead creature

**Duration** 1 min./level

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

**Resistance** no

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The corpse can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

# Yetakerinos's Ancient Ether Dragon & Psychic Spells

**Psychic Magic** (CL 21st; concentration +27) 17 PE  
**Psychic Spells Known** (CL 13th; concentration +19)

**1st (8/day)**

**2nd (8/day)**

**3rd (7/day)**

**4th (7/day)**

**5th (7/day)**

**6th (5/day)**

## **Anticipate Peril**

**School** divination; **Level** alchemist 1, bard 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 minute/level or until activated

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

A creature affected by *anticipate peril* gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

## **Arcane Eye**

**School** divination (scrying); **Level** sorcerer/wizard 4

**Casting Time** 10 minutes

**Components** V, S, M (a bit of bat fur)

**Range** unlimited

**Effect** magical sensor

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

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

You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space

as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

## **Aura Sight**

**School** divination; **Level** alchemist 3, cleric 3, inquisitor 4, shaman 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

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

This spell makes your eyes glow and allows you to see alignment auras within 120 feet of you. The effect is similar to that of a *detect chaos/evil/good/law* spell, but *aura sight* does not require concentration, and it discerns an aura's location and power more quickly.

You know the location and power of all chaotic, evil, good, and lawful auras within your sight. An aura's power depends on a creature's Hit Dice or an item's caster level, as noted in the description of the *detect evil* spell. If an item or a creature bearing an aura is in line of sight, you can attempt a Knowledge (religion) check to determine the aura's strength (one check per aura; DC 15 + spell level, or 15 + 1/2 caster level for a non-spell effect).

*Aura sight* can be made permanent with a *permanency* spell by a caster of 11th level or higher at a cost of 7,500 gp.

## 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.

## 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.

## Chill Metal (DC 17) 2PE

**School** transmutation [cold]; **Level** druid 2

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Target** metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lbs. of metal/level, none of which can be more than 30 ft. away from any of the rest

**Duration** 7 rounds

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

**Resistance** yes (object)

*Chill metal* makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its

armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.

On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, and causes more damage, as shown on the table below.

Round	Metal	Temperature Damage
1	Cold	None
2	Icy	1d4 points
3–5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it float if unattended.

*Chill metal* counters and dispels *heat metal*.

## Condensed Ether

**School** transmutation; **Level** psychic 4, sorcerer/wizard 5, spiritualist 3

**Casting Time** 1 standard action

**Components** V, S, M (crushed amber)

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

**Target** 20-ft.-radius spread

**Duration** 1 minute/level

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

You condense the substance of the Ethereal Plane as it interpenetrates the Material Plane. This thickened planar conjunction slows movement through the area to a crawl.

Creatures moving through *condensed ether* (even incorporeal creatures), move at only half their normal speed and can't take 5-foot steps. This slowing of movement doesn't stack with *solid fog* or similar effects. Creatures within *condensed ether* take a –2 penalty to Armor Class and on Reflex saves, and *condensed ether* prevents effective ranged weapon attacks. Even magic rays and similar ranged attacks suffer a 20% miss chance on attacks into or passing through *condensed ether*. This miss chance is not based on concealment, and Blind-Fight, *true seeing*, and similar effects do not reduce it.

### **Contingency**

**School** evocation; **Level** sorcerer/wizard 6

**Casting Time** at least 10 minutes; see text

**Components** V, S, M (quicksilver and an eyelash of a spell-using creature), F (ivory statuette of you worth 1,500 gp)

**Range** personal

**Target** you

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

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. You must pay any costs associated with the companion spell when you cast *contingency*.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

### **Dancing Lights**

#### **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.

#### **Deep Slumber (DC 18)**

**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**

#### **Detect Poison**

#### **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.

### **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).

### **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.

### Grave Words

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

**Level** medium 0, occultist 0, psychic 0, spiritualist 0

**Casting Time** 1 minute

**Components** S

**Range** touch

**Target** one dead creature

**Duration** 1 round

With this spell and a touch, you can force a corpse talk to you, but you can't ask it specific questions or communicate with it at all. The corpse will start babbling for 1 round, spitting out random sentences. There is a 10% chance this information is of some use to the caster, but it is difficult to distinguish whether the information is useful (the GM makes the percentile roll in secret).

Useful information may include warnings about dangers deeper in a dungeon, the command word to a magic item, or even vague and spectral warnings of your or your companions' future. The GM decides what information, useful or not, the corpse spews out in its babbling.

Once a corpse has been subject to *grave words* by any caster, any new attempt to cast *grave words* on that corpse fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the head of the corpse must have a mouth in order to speak at all. This spell doesn't affect a corpse that has been turned into an undead creature.

### Heroism, Greater

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 5, sorcerer/wizard 6

**Duration** 1 min./level

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

### Heroism

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 min./level

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

**Resistance** yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

### Hold Monster (DC 20)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5

**Components:** V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)

**Target** one living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

### Hold Person

**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.

## Mage Hand **OPE**

**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.

## Mind Thrust I **1 PE**

**School** divination [mind-affecting]; **Level** psychic 1

**Casting Time** 1 standard action

**Components** S

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

**Target** one creature

**Duration** instantaneous

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

You divine the most vulnerable portions of your opponent's mind and overload it with a glut of psychic information. This attack deals 1d6 points of damage per caster level (maximum 5d6). The target receives a Will save for half damage. This attack has no effect on creatures without an Intelligence score.

## Pain Strike

**School** evocation [evil]; **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

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

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

*Pain strike* racks the targeted creature with agony, inflicting 1d6 points of nonlethal damage per round for 1 round per level (maximum 10 rounds). Additionally, the affected creature is sickened for the spell's duration, and the caster gains a +4 circumstance bonus on Intimidate checks against the target.

## Phantasmal Killer (DC 19)

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

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** instantaneous

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

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

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

disbelieve it or become subject to its deadly fear attack.

## Plane Shift (DC 20)

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

**Casting Time** 1 standard action

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

**Range** touch

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

**Duration** instantaneous

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

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

## Resistance

### 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

### Silence (DC 17)

**School** illusion (glamer); **Level** bard 2, cleric 2

**Casting Time** 1 round

**Components** V, S

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

**Area** 20-ft.-radius emanation centered on a creature, object, or point in space

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

**Saving Throw:** Will negates; see text or none (object); **Spell Resistance:** yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a *silence* spell are immune to sonic or language-based attacks, spells, and effects.

### 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)

**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.

### Telekinetic Maneuver **3 PE**

**School** transmutation; **Level** magus 4, psychic 3, sorcerer/wizard 4, spiritualist 4

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** concentration (up to 1 round/level)

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

This spell functions as *telekinesis*, but it can be used only to perform a bull rush, disarm, drag, grapple (including pin), reposition, steal, or trip combat maneuver.

### Thought Shield II

**School** abjuration; **Level** psychic 3

This functions as *thought shield I*, but the circumstance bonus on Will saves to resist mind-affecting effects increases to +6. This spell can be undercast.

### Thought Shield I

**School** abjuration; **Level** psychic 2

**Casting Time** 1 immediate action

**Components** V

**Range** personal

**Target** you

**Duration** 1 round

*Sensing an intrusion, you throw up a defense to protect your mind from attack or analysis. This grants you a +4 circumstance bonus on Will saving throws against mind-affecting effects. As long as this spell lasts, spells and effects that allow a creature to read your thoughts receive no information from you.*

## Virtue

### Wall of Ectoplasm (DC 20)

**School** evocation; **Level** cleric 5, psychic 5, sorcerer/wizard 5, spiritualist 5

**Casting Time** 1 standard action

**Components** V, S, M (small bit of gauze)

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

**Effect** opaque sheet of ectoplasm up to 10 ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

**Duration** 1 minute/level

**Saving Throw** none, and Will negates; see text;

**Spell Resistance** yes

You draw forth a massive veil of ectoplasm that roils with restless spirits. Immovable once formed, the *wall of ectoplasm* is 1 inch thick per caster level and covers up to a 10-foot-square area per caster level (so a 10th-

level wizard can create a *wall of ectoplasm* 100 feet long and 10 feet high, a wall 25 feet long and 40 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion and need not be anchored, but must be created continuous and unbroken. The wall can't include squares that have creatures within them, even if the creatures are on the Ethereal Plane. The wall exists on both the Material Plane and Ethereal Plane, and blocks ethereal and incorporeal creatures from passing through it.

One side of the wall, selected by you, radiates a deeply foreboding and menacing aura from the writhing spirits within. The range of this mind-affecting fear effect is 10 feet from the wall's surface, and creatures that are in range when the wall is created or that later approach to within 10 feet must succeed at a Will save or become shaken (or panicked if they have 4 Hit Dice or fewer) for 1 round per your caster level.

Each 10-foot square of the wall has 2 hit points per inch of thickness. A section of the wall whose hit points drop to 0 is breached, but if a section is destroyed, the remaining ectoplasm in the wall immediately fills in any such hole created, reducing the wall's overall size by one 10-foot square but remaining a contiguous barrier. The wall can also take the form of a sphere or hemisphere whose maximum radius is 1 foot per caster level, and that is as hard to break through as the ectoplasmic plane form.