

MONTE COOK'S  
ARCANA UNEARTHED

# GRIMMOIRE



BY MONTE COOK



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*A variant magic system and book of spells*

*BY MONTE COOK*

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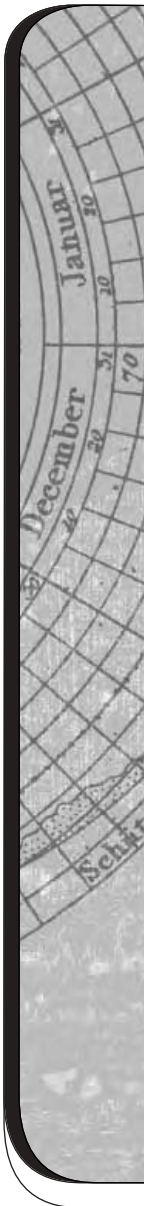
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# The Well of Spells

*No one truly understands the origins of the Well of Spells. Although some ancient texts and akashic references speak of a “spellwell” or spellsource, none reveal its beginnings. How could such a thing be? A few say that it must be the result of the death of some god of magic, and the spells themselves are his still-flowing lifesblood.*

This well is a source of magical knowledge—not a source of raw magical power like the power cysts found throughout the land, but a source of fully formed and completely unknown spells. Although none can tell you where the lore comes from, any mage can confirm that a never-ending font of new spells is extremely valuable.

However, the well is also extremely dangerous.

The Well of Spells lies within the forest known as the Harrowdeep, in a region that the local faen call the Glitterdark. This strange area seethes with magical power, rendering spells that detect magic useless—everything in the Glitterdark is magical. It is the home of many mysterious and unique creatures, all with mystical powers and abilities, and most with no love for intruders into their forest. Even the faen avoid the Glitterdark unless they have no choice.

The well itself lies within a rift in the earth that some say is utterly bottomless. Certainly, no one has ever found its limits. The spells of the spellwell appear as words and symbols that flow upward from the rift onto the stones and soil around it. Touching the physical manifestation of a spell causes it to discharge immediately, which can be extraordinarily hazardous. The only way to safely take part in the knowledge flowing from the Well of Spells is to find a safe place nearby and study the words and symbols as best you can, using knowledge of spellcraft or perhaps a spell to help you read magic.

Eventually, when the spells have flowed a certain distance from the well itself, they fade. No one has successfully determined whether they are gone forever or are simply “recycled” by the well and ejected again later. Most estimate that about six to ten new spells come up out of the well every day, with as many as 20 to 30 visible at any given time. The spells slide up out of the well at varying speeds, most moving from 1 to 6 feet an hour.

But neither the shifting spells nor even the dangerous magical beasts roaming the Glitterdark is the mystical explorer’s real concern when visiting the Well of Spells. The real danger is the strange effect known as reincorporation. Living creatures near the well sometimes find all or parts of their physical form disintegrated and instantly replaced with unstable, magical matter. The new material in their bodies functions—for the most part—but at some random time after this reincorporation, the matter changes

to a completely different form. Observed changes include glass, iron, wood, dust, water, the flesh of another creature, the rearranged flesh of the same creature, an entire different creature, a mass of tiny insects, or even into energy which violently explodes. This horrible phenomenon seems to affect some who remain in the area for an hour, and all who spend more than three to four hours within sight of the well.

In any event, the importance of the Well of Spells and the lengths to which eager mages will go to reach it shows the overall significance of spells in the lands of the Diamond Throne. This book presents hundreds of spells and a new magical system to govern them. Did some come from the Well of Spells? Probably. But most came from the diligent study and development of mages throughout history. What you have before you is the grimoire of *Monte Cook’s Arcana Unearthed*—a collection of the best-known spells in the lands of the Diamond Throne.

## WHAT IS THIS BOOK?

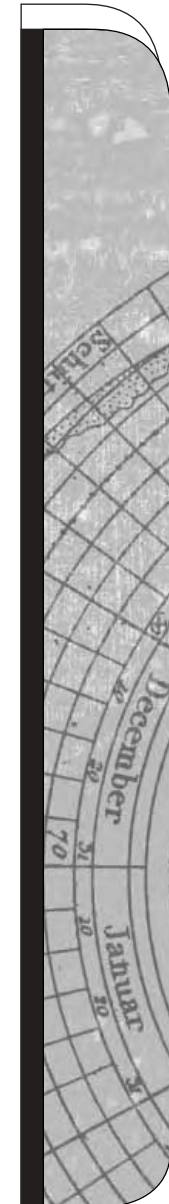
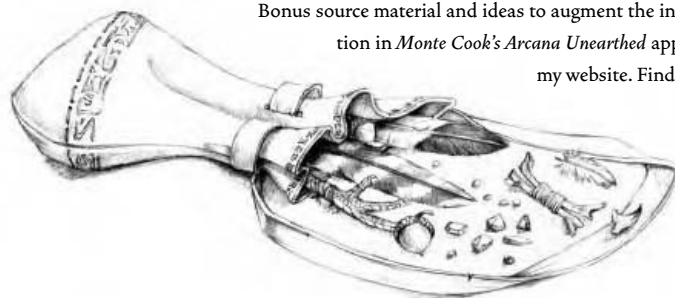
*Monte Cook’s Arcana Unearthed* is a variant player’s handbook containing new character classes, races, spells, feats, plus alternate rule systems for spellcasting and other game functions. This volume, the *Arcana Unearthed Grimoire*, collects all the new spells and the magic rules from that book. Use these spells and rules to enhance your own d20 System games. You can use everything in this book alongside the 3rd Edition or revised 3rd Edition *Player’s Handbook*.

This book will expand your available spellcasting options dramatically. Here’s what you’ll find in each chapter of the *Grimoire for Monte Cook’s Arcana Unearthed*:

**Chapter One: Magic:** Anyone who’s a little tired of the traditional “prepare, then cast” method of handling spells will love the ability to alter a spell’s power and weave together minor spells into larger ones. Also, spell templates let you customize spells to fit your character.

**Chapter Two: Spells:** This book offers dozens of pages of new spells, each complete with guidelines for heightening and diminishing its effects and for creating a magic item from it.

Bonus source material and ideas to augment the information in *Monte Cook’s Arcana Unearthed* appear on my website. Find the



links to these free web enhancements at the book's product page online at [www.montecook.com/mpress\\_\\_MHB1.html](http://www.montecook.com/mpress__MHB1.html).

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## SPELL FLEXIBILITY

Spells in the *Arcana Unearthed Grimoire* are not just set, unchangeable programs, but flexible, customizable options for players. Each spell can be *diminished* or *heightened* to produce a spectrum of effects. It can be *laden* to hold more power. It can be *woven* with other spells to cast a more powerful spell. Adding *spell templates* can change the

nature of a spell and its effects. Casters can add in *new material components* to change the effects.

Magic is fluid and subject to the whims of the individual caster, thus it remains always mysterious and fascinating.

## WHAT OTHER BOOKS

### DO I NEED?

You don't need any other books to take advantage of the new spells and magic rules that follow. However, the text of the *Arcana Unearthed Grimoire* makes reference to various character classes, races, and feats found in *Monte Cook's Arcana Unearthed*. You will need that book if you'd like to learn more about these references, though it's not essential that you do so.

*Arcana Unearthed* is available only in a print edition. However, if you'd like to sample just its spellcasting classes, races, and feats, *Monte Cook's Arcana Unearthed: Way of the Staff* is avail-



able now in electronic (PDF) form. Nonspellcasting classes, races, and feats are collected in *Monte Cook's Arcana Unearthed: Way of the Sword* PDF. Both of these books are d20 System titles from Malhavoc Press that, like this one, excerpt portions of the larger volume.

Throughout this book, you will find mentions of some basic game concepts (such as certain conditions or specific magic items) explained more fully in the DMG. You will also read some references to monsters found in the MM.

The setting that serves as a backdrop for the new rules in *Arcana Unearthed* is called Dor-Erthenos, the Lands of the Diamond Throne. If you'd like more setting details, look for *The Diamond Throne* from Malhavoc Press. This sourcebook contains prestige classes, magic items, and monsters intended to be used with the rules in this book. It also contains more background material regarding the setting where all these giant warmains, sibecai oathsworn, and verrik witches live. Of course, the book is written so that you can design your own campaign world with it, creating your own setting filled with unfettered, akashics, sprytes, litorians, and so on.

The rules in this book are entirely compatible with other fantasy roleplaying supplements you might already own. In fact, *Monte Cook's Arcana Unearthed DM's Screen and Player's Guide* offers conversions to help you translate your existing campaign material, as well as character sheets and an extra-wide horizontal screen. *Plague of Dreams* from Fiery Dragon Productions and *Siege on Ebonring Keep* from Mystic Eye Games offer introductory adventures, but you can also use fantasy adventures meant to go along with the core rules. Monster books like the *Creature Collection* series and *Tome of Horrors* from Sword & Sorcery can add a nice variety, and *Counter Collection IV: The World of the Diamond Throne* from Fiery Dragon Productions adds to the gaming experience with full-color counters. If miniatures are more your style, check out the *Arcana Unearthed* line from Iron Wind Metals.



## About the Author

**Monte Cook** started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the *Rolemaster* and *Champions* games as an editor, developer, and designer. In 1994 Monte came to TSR as a game designer. As a senior game designer with *Wizards of the Coast*, he codesigned the new edition of *Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed the *Book of Vile Darkness* and the d20 version of *Call of Cthulhu*. For *WizKids Games*, he designed the *HeroClix* system of superhero combat.

A graduate of the *Clarion West* writer's workshop, Monte also has published short stories and two novels. In his spare time he runs games, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

## Malhavoc Press

**Malhavoc Press** is Monte's game imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the 3rd Edition rules that only one of its original designers can offer.

Other Malhavoc Press titles in the *Arcana Unearthed* line include *The Diamond Throne*, a setting book containing source material, monsters, magic items, and more, and *Monte Cook's Arcana Unearthed DM's Screen and Player's Guide*, which includes a three-panel horizontal screen, character sheets, and rules to convert your 3rd Edition and Revised 3rd Edition material into these rules. Most current titles are available to purchase in either print or electronic (PDF) format at <[www.montecook.com](http://www.montecook.com)>.

## About the Illustrators

Cover artist **Mark Zug** early discovered the power of pencil and paper to bring to life things not available to the senses—dinosaurs, super heroes, starships, and races of ancient astronauts. After working as a machinist and flirting with a musical career, he put himself through art school. His first big break came illustrating Harlan Ellison's *I, Robot* screenplay, for which he also did 160 pages of fully painted comics. To date, his work has appeared on the covers of numerous magazines, fantasy novels, and game products. He has been nominated for a Chesley Award and received the Jack Gaughan Award for Best Emerging Artist in 2001. Visit <[www.markzug.com](http://www.markzug.com)> to see more of his work.

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Seattle-based illustrator **Sam Wood** works primarily in the roleplaying and electronic game industries. While a staff artist at *Wizards of the Coast*, Sam illustrated *Dungeons & Dragons*, *Magic: The Gathering*, and many other games. In addition, he conceived the vast majority of the company's *Chainmail* miniatures. In addition to Malhavoc Press he's worked for a wide range of companies, from *Green Ronin* to *Microsoft*.

# Magic

*Magic is a vital part of the fantasy world, and an important part of every character's career—particularly spellcasters'. This chapter details all the facets of casting spells and dealing with their effects.*



First, there are a few magic-related special terms you should keep in mind as you read this chapter and as you review Chapter Two: Spells. Some of them you may be familiar with, and others may be new to you.

**Components:** Spell components are aspects of a spell that can be verbal (spoken), somatic (motions or gestures), material (various physical ingredients), mental (thought only), or a focus (a specific object of power). Whether a character needs a certain type of component to cast a spell depends on his class or perhaps a spell template. Rarely, a specific required material or focus is mentioned in the spell description.

**Diminished Spell:** A spell cast using a spell slot one level lower than normal is called a *diminished spell*. Diminished spells have special effects explained in the spell's description.

**Heightened Spell:** A spell cast using a spell slot one level higher than normal is called a *heightened spell*. Heightened spells have special effects explained in the spell's description.

**Laden Spell:** A spell cast using two slots of the spell's level rather than just one is called a *laden spell*.

**Spell Slot:** The various character class tables in *Monte Cook's Arcana Unearthed* show how many spells of each level a character can cast per day. The number of spell slots is modified by bonus spells awarded for high ability scores.

**Spell Resistance:** *Spell resistance* may negate the effect of certain spells when cast on someone with this special ability.

**The Eight Schools of Magic:** Every spell belongs to a *school of magic*. They are: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

## KNOWING AND READING A SPELL

Before a spellcasting character can cast a spell, the player must determine which spells she knows and has readied.

### SIMPLE, COMPLEX, AND EXOTIC SPELLS

There are three categories of spell: simple, complex, and exotic. Each category signifies how difficult a spell is to learn and cast, and how common it is among all spellcasters. If a character has access to a category of spells, she has all of the spells in that category on her list of known spells.

*Simple spells* are the easiest and most common. They require the least amount of understanding of the true nature of magic and the simplest words and gestures (if components are required). They are the spells that teachers and masters most commonly teach their students or apprentices.

*Complex spells* require a real understanding of the fundamental underpinnings of magic. They call for a more focused state of mind and more complex words and gestures. Most nonspellcasters cannot even mimic (in fun or in a disguise) complex spellcasting—the words and gestures are too bizarre to form. Only magisters can cast complex spells without taking a special feat.

*Exotic spells* are the most complicated and the rarest spells of all. Often, these are new spells, recently conceived by an individual, and the knowledge hasn't yet had time to spread. In fact, at some point, as the exotic spell becomes more common, spellcasters might develop it further and figure out a more straightforward way to cast it. Thus, over many decades, or even generations, an exotic spell can become a complex or even a simple spell. (This, however, is usually out of the scope of a single campaign). Exotic spells are often very personal—only rarely do two spellcasters know the same exotic spells. Thus, many of them become “signature” spells that a particular caster is known for. Any spell that a caster creates personally through research is automatically an exotic spell.

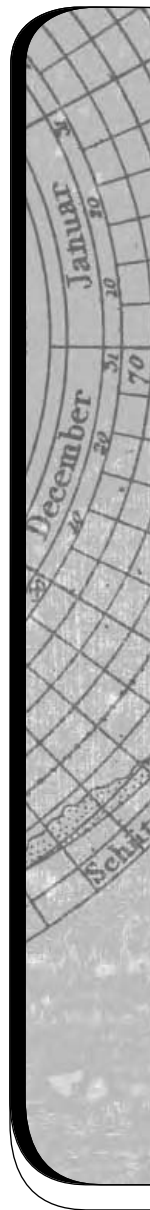
Casters learn the spells they have access to by reading books, studying scrolls, and from studying under others. This study is assumed to have occurred before the campaign, or during campaign down time. Casters do not need to maintain a “spellbook” or any other token, although many have a nice library of books of spells and magic.

### READYING SPELLS

All casters must *ready* spells before they can cast them. This simply means choosing the spells they will be able to access when the time comes to use their spell slots to cast them. In effect, the caster is mystically “boning up” on the spells she wants to be able to cast. Once a spell is readied, it does not become “unreadied,” unless the caster readies a new set of spells that does not include this spell. This is true even when a character gains a new level and access to new spells—she does not change her readied spell selection until she readies the new spells.

To ready new spells from those available to the caster, she must spend a full hour in study and meditation, after which time she can change which spells she has readied. Most of the time, it is assumed that the character has access to some appropriate books or notes on spells and magic during this period. DMs should feel free to make the readying process take longer or become impossible if the character is away from her notes or if conditions are not at all conducive to concentration and study.

For example, Yareth the mage blade, at 2nd level, can ready three 0-level spells and two 1st-level spells (he gets a bonus due to his



high Charisma). He has access to simple spells only. He readies *contact*, *detect magic*, *hygiene*, *mind stab*, and *safe fall*. He can now cast any of these spells, in any combination, using the spell slots he has available, forevermore. Later, however, he realizes that *sense thoughts* would be more useful in an upcoming situation than *hygiene*, and he thinks he might need *acrobatics* and *lesser transfer wounds* as well. So Yareth spends another hour readying spells, and now has *contact*, *detect magic*, *sense thoughts*, *acrobatics*, and *lesser transfer wounds* readied. When Yareth gains a level, he should ready spells again, taking another hour, to take advantage of the fact that he can now ready three 1st-level spells.

## USING SPELL SLOTS

A spellcaster has a limited amount of spell energy at his disposal to power the spells he knows and has readied. This power is represented by spell slots. Each caster has a number of slots for each level of spells he can cast. A 3rd-level spell requires the caster to use a 3rd-level slot to cast it. If he has two 3rd-level slots, he can cast only one more such spell before he can no longer cast 3rd-level spells—until he regains his spell slots.

A spellcaster regains used spell slots after a good night's sleep, which amounts to eight hours of sleep with no more than one interruption. The caster cannot regain used spell slots more than once in a 24-hour period.

## WEAVING SLOTS

Lower-level spell slots can be woven together to power a higher-level spell, if the caster can cast spells of the higher level. A caster can combine three slots of one level to cast one spell of the next higher level. For example, a 7th-level witch, able to cast 2nd-level spells, can use three 1st-level slots to power one 2nd-level spell. He could even take three 0-level slots, convert them into a single 1st-level slot, and use that, along with two other 1st-level slots to power the 2nd-level spell.

A caster can use higher-level slots to power lower-level spells as well. One slot of a given spell level can be used to power two spells of the next lower level. Thus, the 7th-level witch could use one 2nd-level slot to power two 1st-level spells. The “exchange rate” of spell slots to power higher-level spells is not the same as that for spell slots powering lower-level spells, because magical energy is expended in the transfer. Further, lower-level spell slots resulting from a caster using the power of higher-level spells cannot be used to power spells of a lower level still. For example, if a greenbond uses a 6th-level spell slot to give herself two 5th-level spell slots, those slots cannot then be used to power multiple 4th-level spells.

## SPELL FORMAT

Every spell in the next chapter is described using a standard format. This section discusses that format and some of the fine points of how spells work. Subsequent sections in this chapter elaborate on some of these spell parameters.

**Name:** This is the name by which the spell is generally known.

**School, Subschool, and Descriptors:** Listed first is the school to which the spell belongs. “Universal” refers to a spell that belongs to no school. If the spell is a subtype within a school—such as creation, a subschool of conjuration—the subschool appears here (in parenthesis).

Any applicable descriptors—terms such as “sonic” or “fire” that quantify a spell’s effect—are listed next [in brackets].

**Schools:** Abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

**Subschools:** Conjuration: creation and summoning; enchantment: charm and compulsion; illusion: figment, glamor, and phantasm.

**Descriptors:** Air, acid, cold, curse, darkness, earth, electricity, fear, fire, force, language-dependent, light, mind-affecting, negative energy, plant, positive energy, psionic, sonic, teleportation, true-name, and water.

**Level:** Next comes the relative power level of the spell and its classification (simple, complex, or exotic).

**Casting Time:** The time required to cast a spell (see next page).

**Range:** The maximum distance from the character at which the spell can affect its target.

**Target or Targets/Effect/Area:** This entry lists the number of creatures, dimensions, volume, or weight the spell affects. The entry starts with one of three headings: “Target,” “Effect,” or “Area.” If the target of a spell is “You,” the caster does not receive a saving throw, and spell resistance does not apply. (These spell descriptions omit the “Saving Throw” and “Spell Resistance” parameters.)

**Duration:** How long the spell lasts.

**Saving Throw:** Whether a spell allows a saving throw, what type of saving throw it is, and the effect of a successful save.

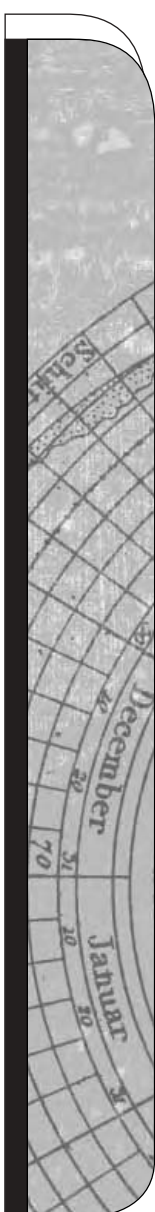
**Spell Resistance:** Whether spell resistance (SR), a special defensive ability, resists this spell.

**Descriptive Text:** This portion of the spell description details what the spell does and how it works.

**Diminished Effects:** Describes changes to the spell if cast using a slot one level lower. You must be able to cast a spell at its normal level before you can use the diminished effects. If you use a diminished effect, treat the spell as one level lower than listed for purposes of spell slot used, saving throw DCs, magic item pricing, and so on. Spells that are 0-level have no diminished effects.

**Heightened Effects:** Describes changes to the spell if cast using a slot one level higher. If you use a heightened effect, treat the spell as one level higher than listed, for purposes of spell slot used, saving throw DCs, magic item pricing, and so on, regardless of what level slot you use. Spells that are 9th level have no heightened effects.

**Magic Item Creation Modifiers:** The cost modifiers for placing the spell in a magic item. The different types of item mentioned are: single-use, spell-completion, charged, and constant. If this entry is missing from a spell description, assume there are no modifiers to creating a magic item from that spell. Sometimes, the modifier listed is “N/A,” meaning that the spell cannot be made into that type of magic item (for example, if it says “Constant N/A,” the spell cannot be placed into a constant item). Often, this is





because the spell mimics some type of item creation that there is already a special rule for, such as items that add Armor Class bonuses, ability score bonuses, or attack and damage bonuses to weapons and armor.

*Note:* At the DM's discretion, spells marked "Constant N/A" can be made into daily-use items but never always-active ones.

## CASTING A SPELL

To cast a spell, the character must have the proper frame of mind (the spell's mental component) and be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, the character must concentrate to cast a spell. See below for details.

Once the character has cast a spell, the casting counts against his daily limit for spells of that level, but he can cast the same spell again if he hasn't reached his spell-slot limit for that spell level.

## CASTING TIME

Many spells have designated casting times of one standard action. A spell that takes "1 full round" to cast is a full-round action. It comes into effect just before the beginning of the character's turn in the round after he began casting the spell. The caster then acts normally after the spell's completion. A spell that takes "one minute" to cast comes into effect just before the character's turn one minute after he began casting; each of those 10 rounds the character spends casting the spell as a full-round action.

Certain circumstances might break the character's concentration when casting a spell, causing the spell to fail (see "Concentration").

The character makes all pertinent decisions about a spell (its range, target, area, effect, version, etc.) when he finishes casting.

## RANGE

A spell's range indicates how far from the character it can reach, as defined on the "Range" line of the spell description. A spell's range is the maximum distance from the character that the spell's effect can occur, as well as the maximum distance at which the character can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted. Standard ranges include:

**Personal:** The spell affects only the caster.

**Touch:** The character must touch a creature or object to affect it.

**Close:** The spell can reach 25 feet away from the caster. The maximum range increases by 5 feet for every two full caster levels.

**Medium:** The spell can reach up to 100 feet + 10 feet per caster level.

**Long:** The spell can reach up to 400 feet + 40 feet per caster level.

**Unlimited:** The spell can reach anywhere on the caster's plane of existence.

**Range Expressed in Feet:** Some spells have no standard range category, just a range expressed in feet.

## AIMING A SPELL

Upon completing the casting, the character must choose whom the spell is to affect or where the effect is to originate, depending on the type of spell.

**Target(s):** Some spells have a target or targets. The character casts such spells directly on creatures or objects, as defined by the spell description. The caster must be able to see or touch the target, and she must specifically choose that target. However, she does not have to select her target until the moment she finishes casting the spell.

If the character casts a targeted spell on the wrong sort of target, the spell has no effect. For example, if a litorian magister cast *charm* on a giant, when *charm* only allows casters to affect creatures of their type, the spell has no chance of affecting the giant.

If the target of a spell is the character ("Target: You"), the character does not receive a saving throw, and spell resistance does not apply. (These spell descriptions omit the "Saving Throw" and "Spell Resistance" parameters.)

**Effect:** Some spells create or summon things, rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. For these spells, range determines how far away an effect can appear. However, if the created or summoned effect is mobile, it can move regardless of the spell's range.

**Ray:** Some spell effects are rays. The character aims a ray as if using a ranged weapon, though typically she makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the character can fire into the dark or at an invisible creature and hope to hit something. The character doesn't have to see the creature she is trying to hit, as she does with a targeted spell. Intervening creatures and obstacles, however, can block the character's line of sight or provide cover for the creature she is aiming at.

If a ray spell has a listed duration, it is the duration of the effect that the ray causes, not the length of time the ray itself persists.

**Area:** Some spells affect an area. The character selects where the spell starts, but otherwise she doesn't control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually the area falls into one of the categories below.

**Burst:** As with a spread (below), the character selects the spell's point of origin. The spell bursts out from this point, affecting whatever it catches in its area. A burst spell has a radius that indicates how far from the point of origin its effect extends.

**Cone:** When the character casts a spell with a cone area, the cone shoots away from the character in the direction she designates. A cone starts as a point directly before the character, and it widens as it goes. A cone's width at a given distance from the character equals that distance. Its far end is as wide as the effect is long.

**Creatures:** A creature is any living or animate thing (even undead), including characters. Some spells affect creatures directly, but they affect creatures in an area of some kind rather than individual creatures the character selects. The area might be a burst, a cone, or some other shape.

Many spells affect “living creatures,” which means all creatures other than constructs and undead. If a spell can affect only a limited number of targets, it ignores those it cannot affect.

**Cylinder:** As with a burst, the character selects the spell’s point of origin. This point is the center of a horizontal circle, and the spell shoots upward from the circle, filling a cylinder.

**Emanation:** Some spells, such as *detect scrying*, have an area like a burst, except that the effect continues to radiate from the point of origin for the duration of the spell.

**Objects:** An object is any nonliving, nonanimate thing—anything that is not a creature. Some spells affect objects within an area the character selects.

**Spread:** Some spells spread out like a burst but can turn corners. The character selects the point of origin, and the spell spreads out a given distance in all directions. Figure the limits of the spread by actual distance traveled, taking into account turns the spell effect takes.

The character must designate the point of origin for such an effect but need not have line of effect (see “Line of Effect,” below) to all portions of the effect.

**Other:** A spell can have a unique area, as defined in its description.

**(S) Shapeable:** If the “Area” or “Effect” entry in a spell description ends with “(S),” the character can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

## LINE OF EFFECT

A *line of effect* is a straight, unblocked path that indicates what a spell can affect. It’s like line of sight for ranged weapons, except it’s not blocked by fog, darkness, and other factors that limit normal sight. A line of effect is canceled only by a solid barrier.

The character must have a clear line of effect to any target she casts a spell on or to any space in which she wishes to create an effect. The character must have a clear line of effect to the point of origin of any

spell she casts. For bursts, cones, cylinders, and emanating spells, the spell affects only areas, creatures, or objects to which it has line of effect from its origin (a burst’s origin point, a cone’s starting point, a cylinder’s circle, or an emanating spell’s point of origin).

An otherwise solid barrier with a hole through it of at least 1 square foot does not block a spell’s line of effect. Such an opening makes a 5-foot length of wall no longer considered a barrier for purposes of a spell’s line of effect (though the rest of the wall farther from the hole can still block the spell).

## SAVING THROW

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The “Saving Throw” line in a spell description defines which type of saving throw the spell allows (if any) and describes how saving throws against the spell work.

**Negates:** This term means that the spell has no effect on an affected target that makes a successful saving throw.

**Partial:** The spell causes an effect on its subject. A successful saving throw lessens this effect.

**Half:** The spell deals damage, and a successful saving throw halves the damage taken (round down).

**None:** No saving throw is allowed.

**Disbelief:** A successful save lets the subject ignore the effect.

**(Object):** The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, etc.) by a creature resisting the spell; in this case, the object gets the creature’s saving throw bonus, unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item’s saving throw bonuses are each equal to 2 + half its caster level.

**(Harmless):** The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

### A BURST EFFECT

Caster

Affected  
Creature

Center

Affected  
Creature

Not Affected



## ATTEMPTING SAVES

In order to succeed, a saving throw against a character's spell has to equal or beat the spell's Difficulty Class (DC 10 + the spell's level + the character's relevant ability score modifier).

A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell, the caster senses that her spell has failed. The caster does not sense when creatures succeed at saving throws against her effect and area spells.

A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this if she wants to.

## ITEM SURVIVAL AFTER A SAVING THROW

Unless a spell's descriptive text specifies otherwise, all items carried and worn are assumed to survive a magical attack. If a character rolls a natural 1 on her saving throw, however, an exposed item is harmed (assuming the attack can harm objects).

The list below shows typical magic items in the order of most likely to be affected to least likely. Items one through four are the most commonly struck. Determine which four objects are most likely to be struck on the character in question, and roll randomly among them. The randomly determined item must make a saving throw against the magical attack and take whatever damage it deals.

1. Shield
2. Armor
3. Magic helmet
4. Item in hand (including weapon, wand, etc.)
5. Magic cloak
6. Stowed or sheathed weapon
7. Magic bracers
8. Magic clothing
9. Magic jewelry (including rings)
10. Anything else

If an item is not carried or worn and is not magical, it does not get a saving throw. Simply deal it the appropriate damage.

## SPELL RESISTANCE

*Spell resistance* (SR) is a special defensive ability. If a creature with spell resistance is trying to avoid the effects of the character's spell, the character must make a caster level check (d20 + caster level). If the caster has the feat Brandish Magical Might, he makes a caster power check (d20 + caster level + spellcasting ability score bonus) at least equal to the creature's spell resistance rating for the spell to affect that creature.

The defender's spell resistance rating works like an Armor Class against magical attacks.

The spell resistance line and descriptive text of a spell explain whether spell resistance protects creatures from it. In many cases, spell resistance applies only when a spell targets a resistant creature, not when a resistant creature encounters a spell that is already in place.

The terms "Object" and "Harmless" in a spell's "Spell Resistance" entry mean the same thing that they mean for saving throws. A creature with spell resistance must voluntarily drop it to receive the effects of a Harmless spell without the caster level check described above.

## THE SPELL'S RESULT

Once the character knows which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any), she can apply whatever results a spell entails.

Many spells affect particular sorts of creatures, like humanoids, magical beasts, outsiders, and so on. These terms, and terms like them, refer to specific creature types defined in the MM.

## DURATION

A spell's "Duration" entry tells the character how long the magical energy of the spell lasts. Below are explanations of typical spell durations.

**Timed Durations:** Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable, the DM rolls it secretly. If the caster of a timed duration dies, the duration ends immediately (assuming the duration is less than 24 hours).

**Instantaneous:** The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting. Self-sustaining instantaneous effects continue to be magical, but that magic cannot be suppressed or dispelled. For example, undead created by an *animate the dead* spell have a self-sustaining magical field around them that keeps them going after their creation. This field cannot be dispelled or suppressed.

**Permanent:** The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

**Concentration:** The spell lasts as long as the caster concentrates on it. Concentrating to maintain a spell is a standard action that doesn't provoke attacks of opportunity.

Anything that could break the character's concentration when casting a spell can also break her concentration while she is maintaining one, causing the spell to end (see "Concentration"). The character can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell keeps going for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell, but she can't maintain it for more than a stated duration, in any event.

**Discharge:** A few spells last for a set duration or until triggered or discharged. Even if the caster dies, the spell remains until triggered.

**(D):** If the "Duration" entry ends with "(D)," the character can dismiss the spell at will. She must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, the character dismisses the spell with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not require an action (since all the character has to do to end the spell is stop concentrating).

## SUBJECTS, EFFECTS, AND AREAS

If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed before their durations end. If the spell affects an area, then it stays with that area for the duration. Creatures become subject to the spell when they enter the area, and are no longer subject to it when they leave.

## TOUCH SPELLS AND HOLDING THE CHARGE

If the character doesn't discharge a touch spell on the round she casts it, she can hold the discharge of the spell (or "hold the charge") indefinitely.

The character can make touch attacks round after round. She can touch one friend (or herself) as a standard action, or up to six friends as a full-round action. If the character touches anything with her hand while holding a charge, the spell discharges. If the character casts another spell, the touch spell dissipates.

## CASTER POWER CHECKS

Various spells require the caster to overcome some force—usually another spell or caster. The might of the caster is represented by a *caster power check*. A caster power check is a d20 roll + the caster's level + the caster's spellcasting ability score modifier.

For example, a 7th-level magister's caster power check would be  $d20 + 7$  + her Intelligence bonus. A 9th-level greenbond's caster power check would be  $d20 + 9$  + his Wisdom bonus. Sometimes the spell sets the Difficulty Class for the power check, but usually the check is opposed by another caster's power check.

## LADEN SPELLS

*Laden spells* are those cast using two slots rather than one, granting the spell significantly more power than it normally would have. The two slots are always of the same level, so casting a 3rd-level laden spell requires two 3rd-level slots. Diminished and heightened effects can be laden. Lading the heightened effect of a 4th-level spell requires two 5th-level slots.

A spell can never be given two effects that both laden it—it cannot be "doubly laden." With the Modify Spell feat, you can laden a spell to lengthen its duration, or to increase its range or the damage it inflicts. With the Quicken Spell feat, you can laden a spell to cast it more quickly. Some spell templates can be applied only to laden spells. Without a feat or other special ability to take advantage of a laden spell, you gain no benefit from casting a spell this way.

## COMPONENTS

A spell's components are determined by the caster's class and perhaps by any special feats or templates being used with the spell. Specifics for expensive material or focus components are given in a spell's descriptive text.

A *mental component* is a thought form or specific frame of mind the caster must have to cast the spell. This is the most basic—and most important—part of a spell. Even when all other components

are discarded, a caster still must have this mental component to cast a spell. If one could somehow eliminate this component from a spell, an automaton could cast it.

A *verbal component* is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A *silent sheath* spell or a gag spoils the incantation (and thus the spell). A deafened spellcaster has a 20 percent chance to spoil any spell with a verbal component that she tries to cast.

A *somatic component* is a measured and precise movement of the hand or some other part of the body. The character must have at least one hand free to provide a somatic component. Casters wearing armor face a spell failure chance for spells with somatic components.

A *material component* is a physical substance or object that is annihilated by the spell energies during the casting process. Unless a cost is given for a material component, the cost is negligible. Usually, only witches need material components, unless the caster is using certain spell templates or unless a spell catalyst is in effect (see below). Assume the character has all components (of negligible cost) needed as long as she has a spell component pouch (also called a witchbag).

A *focus component* is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. A magister's staff is a focus, and a mage blade's key weapon can be a focus as well. Some spells require a specific focus mentioned in the spell's descriptive text.

## SPELL CATALYSTS

Certain substances, when used as material components, actually enhance a spell. Any caster can use these material components. Like other types of material components, casting a spell consumes these substances. Note that gemstones can be tiny slivers or large chunks, as value depends not only on size, but quality and cut.

**Andrecite (at least 100 gp per original spell level):** This rare, magical mineral looks a little like diamond. It allows the character to cast a spell in its heightened form without using a higher-level slot. The caster must be able to cast spells of the higher level in order to use this catalyst.

**Diamond (at least 1,000 gp):** This stone adds +10 to the hardness of any solid object created or summoned, such as a *wall of stone*.

**Emerald (at least 500 gp):** Used with an attack spell that inflicts damage, this catalyst allows a spell to inflict +2d6 points of additional damage.

**Gold Wand (worth at least 100 gp):** Used with an enchantment spell, this catalyst doubles the duration.

**Handris Incense (costs 500 gp):** If this incense is burned while a calling spell is cast, the creature called suffers a -2 circumstance penalty to saving throws for the first minute.

**Miniature Silver Shield (worth at least 100 gp):** Used with an abjuration spell, this catalyst doubles the duration.

**Munich Root (costs 150 gp):** When ingested, this rare herb allows a character to cast more convincing illusions (gaining a saving throw Difficulty Class modifier of +1).

**Sapphire (worth at least 750 gp):** The caster can add a +4 bonus in attempts to overcome spell resistance.

**Supercharged Elixir (costs 500 gp):** This elixir is water mixed with powdered platinum that has been struck by lightning. This mixture adds a +2 bonus to the Difficulty Class of any spell.

**Topaz (at least 250 gp):** Used with a conjuration spell that summons a creature, the creature gains +1 hit point per Hit Die.

**Verihas Leaf (costs 800 gp):** When burned and the fumes inhaled, this very rare herb adds a +10 bonus to the caster level of a spell for the purpose of resisting dispel attempts.

## CONCENTRATION

To cast a spell, the character must concentrate. If something interrupts her concentration while she is casting, she must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell the character is trying to cast, the higher the Difficulty Class becomes. A character who fails the check loses the spell just as if she had cast it to no effect.

## INJURY

Getting hurt or being affected by hostile magic while trying to cast a spell can break a character's concentration and ruin a spell. If, while trying to cast a spell, the character takes damage, fails a saving throw, or is otherwise successfully assaulted, she must make a Concentration check (DC 10 + points of damage taken + level of the spell being cast). A character who fails the check loses the spell without effect. The interrupting event strikes during spellcasting if:

- It occurs during the time between when the character starts and completes a spell (for a spell with a casting time of 1 full round or more); or
- It comes in response to the character casting the spell, such as an attack of opportunity provoked by the spell, or a contingent attack, such as a readied action.

If the character is taking continuous damage, such as from a *disincorporate* spell, half the damage is considered to take place while she is casting a spell. The character must make a Concentration check (DC 10 + half the damage the continuous source last dealt + level of the spell being cast). If the last damage dealt was the last damage that the effect could deal, then the damage is over, and it does not distract the character. Repeated damage does not count as continuous damage.

## SPELL

If the character is affected by a spell while attempting to cast her own spell, she must make a Concentration check or lose the spell being cast. If the spell affecting the character deals damage, the Concentration check's Difficulty Class is as follows: DC 10 + points of damage + level of the spell the character is casting. If the spell interferes with the character or distracts her in some other way, the Difficulty Class equals the spell's saving throw Difficulty Class + the level of the spell the character is casting. For spells with no saving throw, use the Difficulty Class that the spell's saving throw would have if it did allow one.

## GRAPPLING OR PINNED

The only spells the character can cast while grappling or pinned are those without somatic components and whose material components (if any) the character has in hand. Even so, the character must make a Concentration check (DC 20 + level of the spell being cast) or lose the spell.

## VIGOROUS MOTION

If the character is riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, she must make a Concentration check (DC 10 + level of the spell being cast) or lose the spell.

## VIOLENT MOTION

If the character is on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, she must make a Concentration check (DC 15 + level of the spell being cast) or lose the spell.

## VIOLENT WEATHER

A character attempting to cast a spell in a high wind carrying blinding rain or sleet must make a Concentration check (DC 5 + level of the spell being cast). If the character is in wind-driven hail, dust, or debris, the Difficulty Class increases (DC 10 + level of the spell being cast). The character loses the spell if she fails the Concentration check. If the weather is caused by a spell, use the rules in the "Spell" subsection above.

## CASTING DEFENSIVELY

If the character wants to cast a spell without provoking any attacks of opportunity, she needs to dodge and weave. To cast defensively, she must make a Concentration check opposed by the foe's attack bonus (or 10, whichever is higher) + the level of the spell she is casting. The character loses the spell if she fails this check.

## ENTANGLED

If the character wants to cast a spell while entangled, she must make a Concentration check (DC 15) to cast the spell. The character loses the spell if she fails this check.

## CASTER LEVEL

A spell's power often depends on its caster level, which is generally equal to the character's class level.

The character can cast a spell at a lower caster level than normal, but the caster level must be high enough for her to cast the spell in question, and all level-dependent features must be based on the same caster level. Usually, the only reason a spellcaster would want to do this is to reduce the cost of a magic item she is creating, since magic item creation costs are based in part on caster level.

## SPELL FAILURE

If a character ever tries to cast a spell whose parameters (range, area, etc.) cannot be made to conform to conditions, the casting fails and the spell is wasted.

Spells also fail if the character's concentration breaks, and they might fail if she is wearing armor while casting a spell with somatic components.

## SPECIAL SPELL EFFECTS

Many special spell effects are handled according to the spell's school. Certain other special spell features are the same across spell schools. These include attacks, granted bonuses, and descriptors.

**Attacks:** Some spells refer to attacking. All offensive combat actions, even those that don't damage opponents, are considered attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks.

**Bonus Types:** Many spells give their subjects bonuses on ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the spell grants the bonus. Two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and enhancement bonuses placed on a harness of armor and a shield that a creature uses together, only the better bonus works. The same principle applies to penalties—a character suffering two or more penalties of the same type applies only the worst one.

**Descriptors:** Some spells have descriptors indicating something about how the spell functions. Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, and so on.

The descriptors are: air, acid, cold, curse, darkness, earth, electricity, fear, fire, force, language-dependent, light, mind-affecting, negative energy, plant, positive energy, psionic, sonic, teleportation, truename, and water.

## SPECIAL DESCRIPTOR RULES

A spell with the curse descriptor cannot be dispelled. It can only be removed with a *remove curse* spell.

A language-dependent spell uses intelligible language as a medium. The spell fails if the target cannot understand the language the caster speaks.

A negative energy spell is one that, if cast, can adversely affect the caster, at least in respect to her interaction with others. For one week after casting a negative energy spell, the caster is "tainted." All Diplomacy, Handle Animal, and Gather Information checks made in regard to nontainted creatures suffer a  $-4$  circumstance penalty. All Intimidate checks gain a  $+2$  bonus. Some creatures, like undead and demons, are permanently tainted (the DM decides which creatures are tainted).

A positive energy spell heals creatures or even brings them back to life. These spells draw positive energy from the mystical Green, the source of the greenbond's strength and power.

Truename spells require the caster to know the truename of the target(s).

## BRINGING BACK THE DEAD

Several spells have the power to restore slain characters to life. Any creature brought back to life usually loses one level of experience. The character's new experience-point total is midway between the minimum needed for his new level and the minimum needed for the next one. If the character was 1st level, he loses 1 point of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal spell. Still, the revived character can improve his Constitution normally and earn experience by further adventuring to regain the lost level.

Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body prevents others from using *raise the dead* to restore the slain character to life. Casting *consume soul* prevents any sort of *revivification* or raising unless the soul is first released.

When a character dies and comes back, his truename changes, because his soul has been changed. The level loss represents a small bit of the character's soul which is gone forever. After a character has been brought back from the dead more than six times, this loss becomes so great that the character effectively loses his unique truename altogether and simply takes on a "generic" truename from his race. In effect, this means that anyone wishing to use the character's truename can do so—it is automatically known to anyone wishing to know it. This is a dangerous situation for a character to be in. Such characters cannot choose to become Unbound.

Some casters refuse to bring back the dead of those unworthy, those who do not believe as they do, or those without a good reason. For example, most greenbonds will not cast *raise the dead* on a character without some unfinished task—and the task must be one that the greenbond also wishes to see accomplished. Greenbonds believe the gift of life is too precious to be handed out lightly. Casters casting a *raise the dead* spell for money usually charge up to five times the normal price (because the ability is such a valuable commodity).

## TRUENAMES

Your truename is the name of your soul. It is different from your common name. Most people keep their truenames secret, for they can grant someone power over them—particularly a spellcaster.

Characters usually go through a ceremony, called a naming ceremony, in which they learn their own truename (although others are involved in the ceremony, they do not learn the truename). The exception are the unnamed—the Unbound. They do not have truenames, do not go through the naming ceremony, and gain neither the benefits nor the drawbacks of having a truename.

Other living creatures, like animals, dragons, and medusas also have truenames, even though most do not go through a special ceremony. Many do not even know their own truenames, although

creatures can meditate for weeks to discover what it is (should they be so inclined), with a successful Concentration check (DC 15).

No spell can compel a creature to reveal its truename or the truename of anyone he knows. Not *compelling question*, not *read thoughts*, not even *dominate*. However, a truename can be discovered through a *learn truename* spell.

### Using Truenames

*Casters should attempt to get the truenames of their close comrades, for many beneficial spells require them or at least are easier to cast with them than without them. Casters should also take the time to attempt to find out the truenames of important foes or opponents. Truenames are valuable in helping to overcome them, aiding all spells and enabling special spells to be used. Even non-casters can use the knowledge of a truename as a threat or a bargaining tool. Suggesting that you might give a foe's truename to a powerful enemy mage is a potent threat.*

*DMs should consider making truenames a special kind of treasure. An old tome with the truename of a powerful dragon with an impressive hoard is both valuable and useful to any who find it.*

to gain it back. They can, however, choose a different ceremony feat at that time, if they wish. They can even choose to become Unbound (and can gain a new talent after losing their 1st level ceremony feat). Once a character is Unbound, he can never regain a truename, even if he dies and somehow comes back. Most undead are Unbound.

Some spells have special effects that occur if the caster knows the target's truename, and other spells require the use of the target's truename. Anytime a spellcaster casts a spell using a verbal component that incorporates a target's truename, the target suffers a -1 penalty on his saving throw (if any).

When a creature dies and returns from the dead, either as an undead or because it has been raised, the creature's truename changes. Characters who went through a naming ceremony lose the feat gained in that ceremony but can redo the ceremony

## ELEMENTS AND ENERGY TYPES

The world is made up of four elements (air, earth, fire, and water) and five energy types (acid, cold, fire, electricity, and sonic), and spellcasters can learn to manipulate them. In general, elements are both easier to manipulate and easier to fend off when used as attacks than energy. Energy types are more difficult to use and less common. Fire, as both an element and an energy type, is one of the most common attack forms.

Negative energy and positive energy are special types of energy not covered in spells that deal with the standard five energy types. Positive energy heals and brings life, while negative energy brings corruption and death, and even unlife.

## COMBINING MAGICAL EFFECTS

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains the effect. Several other general rules apply when spells or magical effects operate in the same place:

### STACKING EFFECTS

Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. Casting an *ability boost* spell twice on the same target does not grant him a double bonus or a bonus to two ability scores. Casting *slow* twice upon a foe does not make her doubly slow.

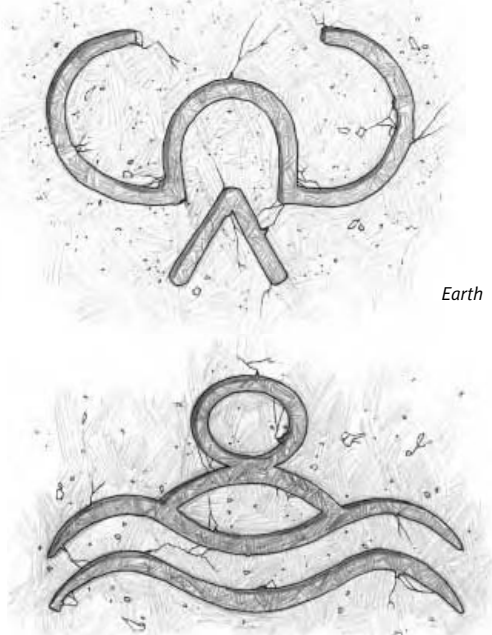
More generally, two bonuses of the same type (say, enhancement or armor) don't stack, even if they come from different spells—or from effects other than spells. The character uses whichever bonus gives him the better score.

The bonuses or penalties from two different spells do stack, however, if the effects have different types (say enhancement and armor).

### ELEMENTAL SYMBOLS



Air



Earth



Fire

Water

A bonus that isn't named (just a "+2 bonus" rather than a "+2 resistance bonus") stacks with any named bonus or any other unnamed one.

### SAME EFFECTS

In cases when two or more identical spells are operating in the same area, but at different strengths, only the strongest effect applies.

The same spell can sometimes produce varying effects if applied to the same recipient more than once. In this case, none of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

### MULTIPLE MENTAL CONTROL EFFECTS

Sometimes magical effects that establish mental control render each other irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. A creature under the mental control of two or more creatures tends to obey each to the best of its ability (and to the extent of the control each effect allows). If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

### SPELLS WITH OPPOSITE EFFECTS

Spells that have opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other completely. This special effect is noted in a spell's description.

### INSTANTANEOUS EFFECTS

Two or more magical effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

### SCHOOLS OF MAGIC

Almost every spell belongs to one of eight schools of magic. A school is a group of related spells that work in similar ways. Subschools are described under the schools they belong to. A small number of spells are universal, belonging to no school.

### ABJURATION

*Abjurations* are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject to another plane of existence.

If more than one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The Difficulty Class to find evidence of such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, the barrier cannot be used to push away those creatures. A character who forces the barrier against such a creature feels a discernible pressure against the barrier. Continuing to apply pressure breaks the spell.

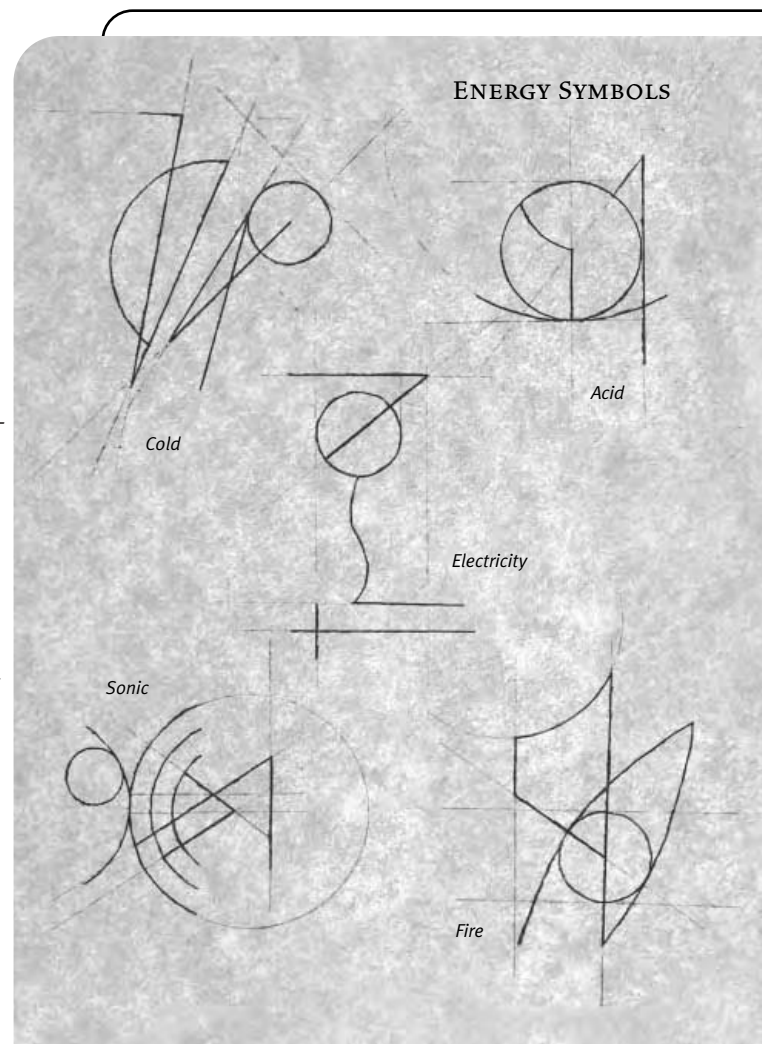
### CONJURATION

*Conjurations* bring manifestations of objects, creatures, or some form of energy to the character or create such objects or effects on the spot. Creatures the character conjures usually, but not always, obey his commands.

A creature or object brought into being or transported to the character's location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

**Calling:** The spell fully transports a creature to the character's location. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means the called creature can't be dispelled.

Spells that call powerful creatures are most useful when the conjurer has a magical trap to hold the called creature. The simplest type of trap is a *magic circle* spell. When focused inward, a *magic circle* spell binds a called creature for a maximum of 24 hours per caster level, provided that the character cast the spell to call the creature within 1 round of casting the *magic circle*. However, if the circle laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If





the character fails to overcome the spell resistance with a caster level check, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel can simply leave the circle through that means. If successful, the anchor effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, etc.) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

The character can use a special diagram to augment the *magic circle* and make the trap more secure. Drawing the diagram by hand takes 10 minutes and requires a Spellcraft check (DC 20). The DM makes this check secretly. If the check fails, the diagram proves ineffective. The character can take 10 when drawing the diagram if he is under no particular time pressure to complete the task. This also takes 10 full minutes. If time is no factor at all, and the character devotes three hours and 20 minutes to the task, he can take 20. A successful diagram prevents anyone inside it from escaping via any sort of teleportation or dimensional travel abilities. The anchor holds any called creatures in the diagram for 24 hours per caster level. A creature cannot use its spell resistance against a trap prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap, the Difficulty Class increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature cannot disturb the diagram itself either directly or indirectly, as noted above.

**Creation:** The spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above for conjurations). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its continued existence.

**Summoning:** The spell instantly brings a creature or object to a place the character designates. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or dropped to 0 hit points. It is not really dead, however. It takes 24 hours for the creature to reform in its place of origin, during which time it can't be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast end (if they haven't already). A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells or use any spell-like abilities that would cost it experience points.

## DIVINATION

*Divination* spells enable the character to learn secrets long forgotten, predict the future, find hidden things, and foil deceptive spells.

Many divination spells have cone-shaped areas. These move with the character and extend in the direction he looks. The cone defines the area that the character can sweep each round. If the

character studies the same area for multiple rounds, he can often gain additional information, as noted in the spell's descriptive text.

## ENCHANTMENT

*Enchantment* spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells. Two types of enchantment spell grant the character influence over a subject:

**Charm:** The spell changes the way the subject views the character, typically making the subject see the character as a good friend.

**Compulsion:** The spell forces the subject to act in a certain manner or changes the way her mind works. Some spells determine the subject's actions (or the effects on the subject), some allow the character to determine the subject's actions when the character casts the spell, and others give the character ongoing control over the subject.

## EVOCATION

*Evocation* spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

## ILLUSION

*Illusion* spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Illusions come in three types: figments, glamers, and phantasms.

**Figment:** A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language the character can speak. If the character tries to duplicate a language he cannot speak, the figment produces gibberish. Likewise, the character cannot make a visual copy of something unless he knows what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way other types of illusions can. They cannot cause damage to objects or creatures, support weight, offer nutrition, illuminate darkness, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

**Glamer:** A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

**Phantasm:** A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads, not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm at all. All phantasms are mind-affecting spells.

### SAVING THROWS AND ILLUSIONS (DISBELIEF)

Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

### NECROMANCY

*Necromancy* spells manipulate the power of death. Spells involving undead creatures make up a large part of this school.

### TRANSMUTATION

*Transmutation* spells change the properties of some creature, thing, or condition. A transmutation usually changes only one property at a time, but it can be any property.

## SPELL TEMPLATES

*Spell templates* are special rules that characters can add to most spells to change their parameters or requirements. A caster can use one of these templates after gaining various feats, such as Elemental Mage, Energy Mage, or Psion, or from certain classes, like wind witch. Occasionally, a character gains access to templates through a prestige class or the possession of a magic item.

A character with access to more than one template can add multiple templates to a given spell, as long as he can pay the costs (since a spell cannot be "doubly laden," it cannot have both the unraveling and psionic templates, for example).

Templates that apply a special effect to a spell do so once. If a magister attempts to use the electricity template on an *energy blade*, the stunning effect occurs only on the first strike.

### ACID

Caustic casters use spells that are purely destructive. A foul, eye-watering odor accompanies the casting of spells with this template.

This template can be added to any spell that can inflict damage upon an object. If casting it at an object, the character can ignore the object's hardness for the purpose of the spell and destroy twice as much nonliving matter as normal. (A *disintegration* spell, for example, could affect two 10-foot cubes.) Spells with this template gain the acid descriptor. If the spell already has the acid descriptor, the target is stunned for 1 round per 20 points of damage inflicted.

**Cost:** Material component (20 gp worth of a caustic substance).

**Gained:** From the Energy Mage feat.

### AIR

The subtle spell effects of air mages travel on a whisper of wind.

A mysterious, brief gust of wind or the breath of a breeze accompanies spells with this template.

The air template can be added to any spell with a range other than touch or personal. It doubles the spell's range. Further, if the spell allows a saving throw and has no obvious physical effect (a blast of fire, for example), a target that succeeds at the saving throw must make a Will saving throw against the spell's normal Difficulty Class to even realize that a spell was cast upon her. For example, if an air mage casts *greater dominate*, the victim makes a Will saving throw as normal. If she succeeds, she must make a second Will saving throw. If this second save fails, she never realizes that the caster tried to cast a spell upon her.

Spells with this template gain the air descriptor. If the spell already has the air descriptor, the range triples.

**Cost:** Material component (15 gp worth of incense).

**Gained:** From the Elemental Mage feat or 9th-level wind witch.

### BLESSED

As a gift of angelic beings from the higher realms, characters learn to cast benevolent spells on their friends with greater ability. Tainted individuals (see "Special Descriptor Rules") cannot use this template.

Characters can add this template to spells that have beneficial effects, such as healing spells, *ability boost*, and so on. A caster who knows the truename of the target can double the range of the spell. Further, the caster can use this template to affect allies (whose truename she knows) within 25 feet with touch-only spells.

Spells with this template gain the positive energy descriptor. If the spell already has the positive energy descriptor, its range triples or it affects allies within 50 feet instead of 25 feet.

**Cost:** Verbal component (specific beautiful and pleasant sounds, which cannot be modified).

**Gained:** From the Blessed Mage feat.

### CORRUPTED

Using methods taught by demons, certain evil casters learn how to corrupt any spell with the taint of black magic. Spells of this template are accompanied by wisps of black and red energy and require a verbal component that includes chanting demon names and calling upon infernal powers.

Characters can add this template to any attack spell. If cast upon a living creature, the spell also uses vile energies to corrupt the target—causing her to flirt with insanity. The spell inflicts 1 point of Wisdom damage in addition to its normal effects. This spell allows a Will saving throw to negate this damage (if the spell already allows a save, the corrupted spell requires two). The spell takes on the negative energy descriptor. If it already has the negative energy descriptor, it inflicts 2 points of Wisdom damage instead of just 1 point.

**Cost:** Verbal component (specific guttural and evil sound, which cannot be modified).

**Gained:** From the Corrupt Mage feat.

### COLD

Ice wizards cast spells that draw heat and steal life. A cold chill accompanies the casting of a spell with this template—you can see the caster's breath as he speaks the intonations.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be *slowed* (as the spell) by the cold for 1 round per 10 points of damage, in addition to the damage.

Spells with this template gain the cold descriptor. If the spell already has the cold descriptor, the target is *slowed* for 1 round per 5 points of damage.

**Cost:** Material component (25 gp worth of diamond dust).

**Gained:** From the Energy Mage feat or 9th-level winter witch.

## EARTH

Earth savants cast spells that are strong and resilient. Spells cast with this template release a deep, loamy smell.

Characters can add this template to any spell that conjures or creates a physical object (not an effect—so a *wall of iron* can be affected, but an *eldritch wall* cannot). The template adds a +4 bonus to the object's hardness and doubles its hit points.

Spells with this template gain the earth descriptor. If the spell already has the earth descriptor, the increase to the object's hardness becomes a +6 bonus and its hit points triple.

**Cost:** Material component (25 gp worth of powdered steel).

**Gained:** From the Elemental Mage feat.

## ELDRITCH

Casters who have trained in ancient eldritch arts can weave their spells in complex ways, making them devilishly difficult to resist.

Characters can add this template to any spell. The spell's saving throw Difficulty Class increases by +1. If the caster desires, he can laden the spell (using two spell slots) to increase the Difficulty Class by a further +2.

**Cost:** None, or the spell becomes laden (if the caster chooses to increase the DC by +2).

**Gained:** From the Eldritch Training feat.

## ELECTRICITY

The lightning mage's interests usually lie more in power than in precision. The caster's eyes and hands flash with bolts of lightning when he casts his spell.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be stunned for 1 round, in addition to the damage.

Spells with this template gain the electricity descriptor. If the spell already has the electricity descriptor, the target is stunned for 2 rounds.

**Cost:** Material component (blue or yellow gem worth at least 30 gp).

**Gained:** From the Energy Mage feat.

## ENEMY BANE

Hunter mages learn to use their spells more effectively against a given type of creature. The creature types to choose from are as follows:

- Aberrations
- Animals
- Constructs
- Dragons
- Elementals
- Fey
- Giants
- Magical beasts
- Monstrous humanoids

- Oozes
- Outsiders
- Plants
- Undead
- Vermin
- Humanoids (choose subtype)

Characters can add this template to any spell that inflicts hit point damage. Any spell that causes damage inflicts 50 percent more against creatures of the chosen enemy type. Some people claim to hear an intense cackling sound when an enemy bane spell strikes its intended target.

**Cost:** None.

**Gained:** From the Hunter Mage feat.

## FIRE

Fire mages cast spells that are wild and dangerous. The caster's hands flicker with flames, and the spell produces a distinctive smell of sulfur.

Characters can add this template to any spell that inflicts hit point damage. The spell inflicts +1d6 points of fire damage in addition to its normal damage.

Spells with this template gain the fire descriptor. If the spell already has the fire descriptor, increase the extra damage by +2d6 points.

**Cost:** Material component (a red gem worth at least 20 gp).

**Gained:** From the Elemental Mage feat or the Energy Mage feat.

## PERMANENT

Casters with the ability to give spells the permanent template are usually called *creator mages*. Characters can add this template to any noninstantaneous spell, changing the duration to permanent. Permanent spells are vulnerable to *dispel magic* as normal. An object or creature should have only one spell with this template cast on it at a time (DM's discretion).

**Cost:** The spell's level increases by +3 and the caster must pay an amount of experience points equal to 500 times the (original) level of the spell times the magic item creation modifier for constant items (if any; see spell description). If the creation modifier for constant items is N/A, the spell cannot be made permanent.

Spells of 7th level become laden 9th-level spells. This template cannot affect 8th- and 9th-level spells.

**Gained:** From the Creator Mage feat.

## PROGRAMMED

Casters with the ability to give spells the programmed template are usually called *strategic mages*. Characters can add this template to any spell, adding to the duration the concept of "until triggered" (although once triggered, the spell's duration reverts to normal). Triggering is based on some event set by the caster. The event can be as simple or elaborate as the character desires. Special conditions for triggering a programmed spell can be based on a creature's name, identity, or on observable actions or qualities such as race or "when the door opens." Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Programmed spells are vulnerable to *dispel magic* as normal.

**Cost:** The spell's level increases by +3. Spells of 7th level become laden 9th-level spells. The template can't affect 8th- and 9th-level spells.

**Gained:** From the Creator Mage feat.

## PSIONIC

Psionic casters draw power from within themselves—they use their own mental energy to fuel their spells. Psionic spells have no visual cues, but often make the caster sweat at the temples or grimace as he focuses his mental energy.

Characters can add this template to any spell they can cast. A character casts such a spell with no components or focus (like a magister's staff)—it is purely a mental action. A caster could, for example, use a psionic spell while grappled or bound.

Spells with this template gain the psionic descriptor. If the spell already has the psionic descriptor, it need not be laden (see “Cost”).

**Cost:** The spell is laden.

**Gained:** From the Psion feat or 9th-level mind witch.

## SANCTUM

Casters can declare a single area, no larger than a 20-foot radius per level, as their sanctum. Once chosen, the caster cannot change his sanctum without a special ritual that takes one week and costs 5,000 gp in material components.

Characters can add this template to any spell. The saving throw Difficulty Class (if any) for spells with this template cast within the caster's sanctum increases by +1. The caster may double any noninstantaneous duration for spells with this template cast within the sanctum, and he may also double any range other than personal, touch, or 0 feet.

**Cost:** None other than described above.

**Gained:** From the Sanctum feat.

## SONIC

Sound mages often carry tuning fork-like devices or musical instruments. Sonic templated spells always have some auditory aspect.

Characters can add this template to any spell that inflicts damage. The target must make a Fortitude save against the spell's original Difficulty Class or be deafened for one minute per point of damage inflicted, in addition to the damage. Spells with this template have the sonic descriptor and do not work at all in an area of magical silence. If the spell already has the sonic descriptor, the target becomes deafened for two minutes per point of damage.

**Cost:** Focus component (either a tuning fork-like device or a quality musical instrument; focus must be worth at least 100 gp).

**Gained:** From the Energy Mage feat.

## SUBDUAL

Pacifist wizards do not wish to kill with their spells. Many believe that to use magic to slay a living creature is to turn otherwise white magic to black. (This, however, is an extreme viewpoint.) Subdual spells create a momentary warm yellowish glow around both caster and targets.

Characters can add this template to any spell that inflicts hit point damage. All such damage becomes subdual damage.

**Cost:** None.

**Gained:** From the Peaceful Mage feat.

## UNRAVELING

Characters can add this template to any offensive spell. The spell attempts to dispel (as described in *dispel magic*) any spell effect on the

target that directly interferes with it taking effect. For example, a caster casts an unraveling *fireburst* at a foe with *protection from elements* (fire) cast upon her. The caster makes a caster power check (DC 11 + the caster level of the *protection from elements* caster). If the dispel succeeds, the spell is “unraveled” before the *fireburst* takes effect. Unraveling can only affect spells cast upon a creature or object. Independent spell effects, or those affecting an area—such as a *wall of fire*, a *null magic zone*, an illusion, or a conjured monster—cannot be dispelled, even if they prevent the templated spell from affecting the target.

A spell with this template can dispel effects specifically intended to foil the spell in question (*mental protection*) or spells that provide general protection from spells (*spell resistance*).

**Cost:** The spell is laden.

**Gained:** From the Unraveling Mage feat.

## WAR

War mages must have the ability to affect multiple targets with their spells. Their spells always make a loud noise when cast (this is a side effect, not a requirement). Characters can add this template to any spell with a target or targets (as opposed to an area or an effect). The spell affects 1d3+1 times the normal number of targets for the spell. For example, a war *charm* spell (cast at 3rd level) could affect 1d3+1 humanoids rather than just one.

**Cost:** The spell's level increases by +2. Spells of 8th level become laden 9th-level spells, but 9th-level spells cannot be affected.

**Gained:** From the Battle Mage feat.

## WATER

Sea wizards usually live near large bodies of water and pass on their secrets only to those whom they trust and who know the way of the sea (or the river, or the lake, etc.) Water templated spells carry with them the smell of sea salt and brine.

If the caster casts a spell on the sea, in a boat (at sea), or even on (or in) any large body of water such as a lake (at least 2,000 feet across), all his spells are treated as heightened, even though he need not use a higher-level spell slot.

Spells with this template gain the water descriptor. If a spell already has it, the caster also may double its range and duration (if it has a range measured in feet and noninstantaneous duration).

**Cost:** In addition to the location requirement, the spell requires a material component (a blue or green gem worth at least 100 gp).

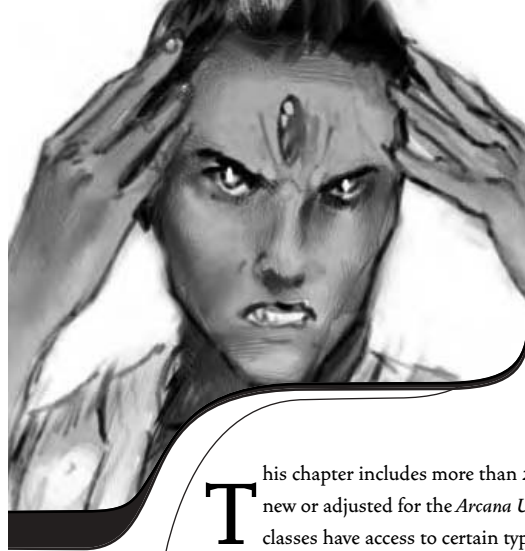
**Gained:** From the Elemental Mage feat or 9th-level sea witch.

## WILD

Wild mages cannot control their own spells. Wild spells usually produce a bizarre flash of mixed colors or strange sounds, different each time. Whenever a wild spell is cast, there is a 50 percent chance that it produces the normal effect, a 25 percent chance that it produces the diminished effect, and a 25 percent chance that it produces the heightened effect. The spell always uses the standard slot—the effect of casting a wild *spell* may vary, but it always takes a 3rd-level slot.

**Cost:** None.

**Gained:** From the Wild Mage feat.



# Spells

*Spells are the tools that mages use to wield magic. They are not the sum total of magic, or even the only expression of magic, but they are the most common form that magic takes.*

This chapter includes more than 280 spells, all of them either new or adjusted for the *Arcana Unearthed* rules. Certain classes have access to certain types of spell, and some feats offer access to others—or grant special benefits to those who cast spells with certain descriptors.

## SPELL LIST

Below you will find short descriptions of all the spells in this book: simple, complex, and exotic, from 0 to 9th level. Only the base version of the spell is described here; for heightened or diminished effects, see the full spell description.

Each spell's descriptors are noted after the spell name; characters of certain classes (greenbond, mind witch), races (verrik), and with certain feats (Elemental Mage, Energy Mage) will find these helpful. The descriptors are:

A: air	L: light
Ac: acid	MA: mind-affecting
Co: cold	NE: negative energy
C: curse	P: plant
D: darkness	PE: positive energy
E: earth	Ps: psionic
El: electricity	S: sonic
Fe: fear	Tp: teleportation
Fi: fire	T: truename
F: force	W: water
LD: language-dependent	

### 0-LEVEL SPELLS

#### SIMPLE

<b>Bash</b>	Caster gets a +2 competence bonus to next melee attack roll
<b>Canny Effort</b>	Caster gains +2 competence bonus on next skill check
<b>Contact</b> [MA, Ps]	Sends mental message to creature touched.
<b>Detect Disease</b>	Detects and identifies a disease
<b>Detect Magic</b>	Detects and identifies magical auras
<b>Detect Poison</b>	Detects and identifies poisons
<b>Enchanting Flavor</b> [MA]	Gives food better flavor and caster +2 bonus to Charisma checks against diners
<b>Ghost Sound</b>	Creates illusionary sounds
<b>Glowglobe (Lesser)</b> [L]	Creates nonmoving magical globe of light
<b>Hygiene</b>	Cleans one creature and gives +1 circumstance bonus to saves against disease

<b>Minor Illusion</b>	Creates illusion of nonmoving object in caster's hand.
<b>Read Magic</b>	Caster can read magical writing, including scrolls and runes.
<b>Repair (Lesser)</b>	Repairs one small broken object and repairs 1d10 points of damage to damaged object
<b>Saving Grace</b>	Provides +1 luck bonus to one type of saving throw
<b>Scent Bane</b>	Negates scent ability
<b>Seeker</b>	Caster gets a +2 competence bonus to next ranged attack roll
<b>Sense Thoughts</b> [MA, Ps]	Reveals the location and emotional state of any target the caster cast <i>contact</i> upon in the last 24 hours

#### COMPLEX

<b>Appropriate Size</b>	Makes one object appropriate for the size of the person using it.
<b>Detect Creature</b>	Detects the aura of a specified creature type
<b>Disorient</b>	Target re-rolls initiative and is flat-footed until that time
<b>Door Warning</b>	Caster knows when door is opened and who opened it
<b>Telekinesis (Lesser)</b> [Ps]	Caster moves 5 lb. object with his mind
<b>Touch of Nausea</b>	Subject of touch attack can only take move action next turn

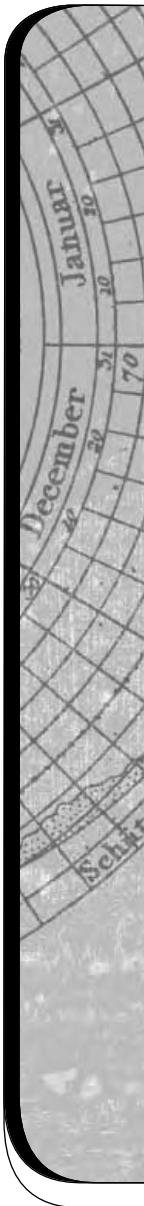
#### EXOTIC

<b>Raiment</b>	Changes caster's clothing into other clothing
<b>Reduce Weight</b>	Reduces target's weight by 20 lbs./caster level

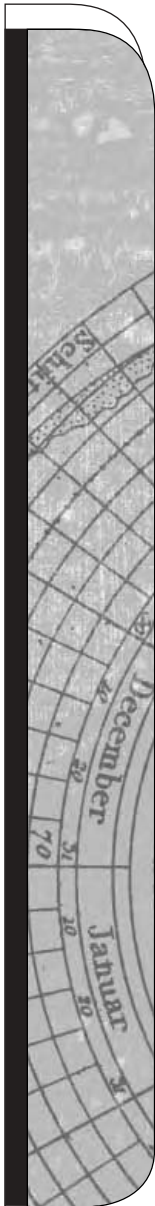
### 1ST-LEVEL SPELLS

#### SIMPLE

<b>Acrobatics</b>	Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble
<b>Animate Weapon</b>	Allows weapon to attack on its own with caster's base attack bonus
<b>Charm</b> [MA]	Caster gains +10 bonus to Charisma checks in relation to target
<b>Compelling Command</b> [LD, MA]	Target must obey one of three simple commands



<b>Compelling Question (Lesser)</b> [LD, MA]	Target must answer a question with a single-word answer	<b>Stone Blast</b> [E]	Earth rips from the ground and inflicts 1d6 points of damage/2 levels on target
<b>Detect Secret Doors</b>	Detects the presence of secret doors or compartments	<b>Touch of Disruption</b> [NE]	Touch attack deals 1d8 points of damage + 1 point/caster level; heals undead.
<b>Glamour</b>	Illusion makes caster look attractive	<b>Touch of Pain</b>	Subject of touch attack suffers –2 morale penalty to attacks, saves, and checks
<b>Illusory Object (Lesser)</b>	Creates illusion of a static object	<b>Water Roil</b> [W]	Air breathers spend next action staying afloat, aquatic creatures suffer –2 penalty to attacks, saves, and checks
<b>Mind Stab</b> [MA, Ps]	Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level	<b>Wind Churn</b> [A]	Fliers spend next action staying in the air. Magical fliers suffer –2 penalty to attacks, saves and checks
<b>Mudball</b> [E, W]	Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target	<b>EXOTIC</b>	
<b>Obscuring Mist</b> [A, W]	Cloud of vapor obscures sight and provides concealment	<b>Analyze</b>	Caster learns one ability of a magic item.
<b>Precise Vision</b>	Caster gains +5 competence bonus to Spot and Search checks	<b>Eldritch Armor</b> [F]	Target has +4 armor bonus to AC
<b>Predict Weather</b>	Provides details of the following day's weather	<b>Increase Weight</b>	Increases target's weight by 20 lbs./caster level
<b>Resistance</b>	Grants +1 resistance bonus to saves +1/5 caster levels	<b>Learn Secret (Lesser)</b>	Caster gains +5 insight bonus on next use of an item
<b>Safe Fall</b>	Creatures and objects in 10-foot radius fall without taking damage	<b>Plant Armor</b> [P]	Adds +4 armor bonus to AC
<b>Scent Tracker</b>	Grants scent ability to caster	<b>True Strike</b>	Caster adds +20 insight bonus to next attack roll
<b>Tears of Pain</b> [C]	Target suffers –1 penalty to saves		
<b>Touch of Fear</b> [Fe]	Subject of touch attack is shaken	<b>2ND-LEVEL SPELLS</b>	
<b>Transfer Wounds (Lesser)</b> [PE]	Heals 1d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage	<b>SIMPLE</b>	
<b>Veil of Darkness</b> [D]	Creates immobile area of magical darkness	<b>Ability Boost (Lesser)</b>	Target gets +2 enhancement bonus to highest ability score
<b>COMPLEX</b>		<b>Aid Plants</b> [P]	Plants are protected from disease
<b>Cold Blast</b> [Co]	Ray attack deals 1d4 points of damage + 1 point of Strength damage + 1 Strength point/5 levels	<b>Battle Healing (Lesser)</b> [PE]	Target is healed of 1d6 points of damage +1 point/caster level (maximum 10)
<b>Conjure Energy</b>	Conjures a creature made of energy	<b>Beastskin (Lesser)</b>	Target gains +2 (or greater) natural armor bonus to AC
<b>Creature I</b> [any energy]	that fights for the caster	<b>Blinding Light</b> [L]	Target is blinded for 1 round/level
<b>Creature Loresight</b> [Ps]	Provides one fact about creature touched	<b>Cloak of Darkness</b> [D]	Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks
<b>Directed Charm</b> [MA]	Creature caster chooses gains +10 bonus to Charisma checks in relation to target	<b>Control Temperature</b> [A, Co, Fi]	Raises or lowers temperature by 10 degrees/caster level.
<b>Distraction</b> [MA, Ps]	Target takes no action for 1 round/caster level (can make new save each round)	<b>Darkvision</b>	Target can see 60 feet in total darkness
<b>Fireburst</b> [Fi]	Foes in 10-foot radius suffer 1d6 points of damage + 1d6/2 levels	<b>Destructive Grip</b> [Ac]	Acid touch deals 1d6 points of damage
<b>Harden</b>	Increases object's hardness by 50% (minimum +1)	<b>Gentle Repose</b>	Keeps corpse from decaying and extends time limit on how long it can be dead before being raised
<b>Illusory Creature (Lesser)</b>	Illusionary creature moves as caster wishes	<b>Glowglobe (Greater)</b> [L]	Creates permanent nonmoving globe of light
<b>Magic Armor</b>	Gives one armor harness or shield a +1 enhancement bonus	<b>Gusting Wind</b> [A]	Wind puts out flames, knocks creatures down, and inflicts 2d6 damage
<b>Magic Weapon</b>	Gives a weapon a +1 enhancement bonus	<b>Icebolt</b> [Co]	Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level
<b>Object Loresight</b> [Ps]	Provides one fact about object touched	<b>Levitate</b> [A]	Willing target moves vertically as caster directs, up to 20 feet/round
<b>Open Lock</b>	Opens one lock with caster power check		
<b>Shock</b> [E]	Touch attack inflicts 1d4 points of damage + 1 point of temporary Dexterity damage + 1 point of Dexterity/5 levels		



<b>Muddy Ground</b> [E, W]	Changes earth to mud, reducing movement through area by half and requiring Balance checks
<b>Protective Charm</b> [MA]	One creature/level will not attack caster
<b>Sealed Door (Lesser)</b>	Makes door very difficult to open
<b>See Invisibility</b>	Caster can see invisible creatures and objects
<b>Subtle Steps</b>	Caster gains +5 competence bonus to Sneak checks.

## COMPLEX

<b>Boil</b> [Fi, W]	Heats water in 10-foot radius to boiling, inflicts 1d6 points of damage/level on anything in water
<b>Bypass Ward</b>	Suppresses magical traps, wards, seals, and touch-triggered runes
<b>Conjure Energy Creature II</b> [any energy]	Conjures a creature made of energy that fights for the caster
<b>Drain Away Speed</b>	Reduces Medium (or smaller) humanoid's speed by 30 feet
<b>Earth Burst</b> [E]	Transforms small rock into a bomb that inflicts 1d6 points of damage/caster level
<b>Eldritch Web</b> [F]	Creates magic web that entangles creatures
<b>Energy Blade</b> [any energy]	Creates blade that makes touch attacks and inflicts 1d8 damage + 1 point/2 caster levels
<b>Enhance Magical Flow</b> (Lesser)	Adds +1 bonus to caster's spell's saving throw DCs
<b>Greenspy</b> [P]	Plant stores sights and sounds for caster to experience later
<b>Location Loresight</b> [Ps]	Provides one fact about current location
<b>Magnetism</b>	Caster's hand becomes magnetic, providing a number of abilities
<b>Mark Allies</b>	Protects allies from caster's spells of 3rd level or lower
<b>Read Mind</b> [MA, Ps]	Reveals surface thoughts of target
<b>Scream</b> [S]	Target suffers 1d8 points of sonic damage +1 point of temporary Constitution damage +1 Constitution point/5 caster levels
<b>Silent Sheath</b> [S]	Target makes no sound
<b>EXOTIC</b>	
<b>Advance Poison</b> [NE]	Increases the save DC of a poison by 2.
<b>Dazzlesphere</b> [L]	Creatures in 10-foot radius are dazed for 1d4 rounds
<b>Empower Rune</b>	Makes one rune invested
<b>Empower Spell</b> [F]	Caster's next spell either is treated as cast 2 caster levels higher than normal or inflicts +1d6 extra points of damage
<b>Invigorate Item</b>	Increases saving throw DC of magic item by +1
<b>Sorcerous Guise</b>	Illusion makes target look like another

## 3RD-LEVEL SPELLS

## SIMPLE

<b>Compelling Question</b> (Greater) [LD, MA]	Target must answer a question
<b>Conjure Repast</b>	Creates food and water for three humans/level for one day
<b>Creation (Lesser)</b>	Creates nonmagical object of vegetable matter
<b>Hand of Battle</b> [F]	Touch attack inflicts 1d6 points of force damage/caster level
<b>Illusory Object</b> (Lesser)	Creates illusion of an object with sound, smell, texture, and temperature
<b>Protection From Elements</b> [any elem.]	Protects target against 12 points/level of specified elemental type
<b>Repair (Greater)</b>	Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object
<b>Slow</b>	One creature/caster level can take only limited actions and suffers a -2 penalty to AC, attacks, damage, and Reflex saves
<b>Spirit of Prowess</b>	Caster gains +4 competence bonus on one attack + one attack/5 levels
<b>Summon Minor Elemental</b> (Lesser) [any element]	Small elemental appears and attacks caster's foes
<b>Water Breathing</b> [W]	Allows air-breathers to breathe water
<b>Whisper of Madness</b> [A, MA, S]	Target suffers 1d8 points of damage +2 points of Wisdom damage + 1 point of Wisdom/5 levels

## COMPLEX

<b>Acid Pit</b> [Ac]	Creates 10-foot-square pit filled with acid that deals 1d6 points to those who touch it
<b>Arrow Reflection</b>	One ranged attack/round aimed at caster attacks the attacker instead
<b>Attack From Within</b> (Elemental) [any elem.]	Target suffers 1d6 points of damage/caster level
<b>Blast of Castigation</b> [F]	Ray inflicts 1d8 points of force damage/3 caster levels for up to 1 round/level
<b>Carnivorous Plant Defense</b> [P]	Plant attacks all foes that attack caster, inflicting 1d6+3 points of damage
<b>Clairaudience/Clairvoyance</b> [Ps]	Caster can see or hear through magical sensor far away
<b>Conjure Energy Creature III</b> [any energy]	Conjures a creature made of energy that fights for the caster
<b>Dispel Magic</b>	Dispels spells on area or target, or dispels specific spell effect
<b>Eldritch Wall</b> (Lesser) [F]	Creates wall of force that can withstand 10 points of damage/caster level
<b>Flight</b> [A]	Target can fly at speed 30 feet for its normal move rate
<b>Illusory Creature</b> (Greater)	Creates illusion of a creature with sound, smell, texture, and temperature

<b>Invisibility</b>	Target cannot be seen
<b>Invisibility Prohibition</b>	All forms of invisibility suppressed in 5-foot/caster level radius
<b>Locate Object</b>	Provides direction to object of a special type or to a specific object
<b>Magic Circle</b>	Provides +2 deflection bonus to AC and +2 resistance bonus to saves against outsiders
<b>Remove Disease</b> [PE]	Removes one disease from target
<b>Sorcerous Blast</b> [any element]	Blast inflicts 1d6 points of damage/caster level
<b>Steal Health</b> [NE]	Target suffers 3d8 points of damage, and caster is healed a like amount
<b>Suggestion</b>	Target takes a course of action suggested by caster
<b>Tracer</b>	Caster always knows distance and direction to object of the spell
<b>Unknown</b>	Target is difficult to find with divinations

## EXOTIC

<b>Energy Bolt</b> [any energy]	Inflicts 1d6 points of energy damage/caster level
<b>Forcebeam</b> [F]	Inflicts 1d6 points of force damage/caster level and knocks foes down
<b>Litorian Claws</b>	Makes litorian's claws capable of inflicting damage as weapons
<b>Sibeccai Bite</b>	Makes sibeccai bite capable of inflicting damage as weapons
<b>Venomblade</b>	Creates weapon with poison that inflicts 1d4 Strength/1d4 Strength damage

## 4TH-LEVEL SPELLS

## SIMPLE

<b>Animate the Dead</b> (Lesser) [NE]	Creates one undead creature
<b>Curse of Vengeance</b> [C, T]	Target suffers -2 morale penalty on attacks, saves, and checks and a random -10 penalty once/day
<b>Gaze of Terror</b> [Fe]	Gaze attack panics targets, making them flee
<b>Ghost Weapon</b> [F]	Weapon ignores armor and natural armor
<b>Remove Curse</b> [T]	Removes one curse from target
<b>Stamina to Defense</b>	Caster suffers 2 points of Constitution damage but gains a +4 luck bonus to AC for armor
<b>Strength to Strike</b>	Caster suffers 2 points of Strength damage but gains a +2d6 damage bonus for weapon
<b>Telepathy</b> [LD, MA, Ps]	Caster and creature communicate mentally
<b>Tongues</b>	Target speaks and understands languages
<b>Transfer Wounds</b> (Greater) [PE]	Heals 4d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage
<b>Wall of Ice</b> [C]	Creates barrier or hemisphere of ice

## COMPLEX

<b>Attack From Within</b> (Energy) [any energy]	Target suffers 1d6 points of damage/caster level
<b>Bind With Plants</b> [P]	Constricting plant holds foe helpless
<b>Chains of Vengeance</b> [Fi]	Chains of fire hold target and inflict 2d6 points of damage
<b>Conjure Energy Creature IV</b> [any energy]	Conjures a creature made of energy that fights for the caster
<b>Detect Scrying</b>	Notifies caster of attempts to scry or otherwise magically spy on caster
<b>Dimensional Door</b> [Tp]	Caster moves up to long range instantly
<b>Elemental Trap</b> [any element]	Traps one closable object to blast opener for 5d6 points of damage +1 point/caster level
<b>Enhance Magic Flow</b> (Greater)	Adds +2 bonus to caster's spell's saving throw DCs
<b>Locate Creature</b>	Provides direction to creature of a specific type or to a specific individual
<b>Modify Memory</b> [MA, Ps]	Changes, deletes, or adds one memory in target's mind
<b>Neutralize Poison</b> [PE]	Removes poison from target's system
<b>Protection from Energy</b> [any energy]	Protects target against 20 points/level of specified energy type
<b>Resilient Sphere</b> (Lesser) [F]	Encases target in sphere that has 100 hp/level
<b>Telekinesis</b> (Greater) [Ps]	Caster moves 25 lb./caster level object or creature with his mind

## EXOTIC

<b>Foretell Future</b>	Provides answer to yes/no question
<b>Inner World</b> [MA, Ps]	Target takes no actions and sees only phantasms
<b>Learn Secret</b> (Greater)	Caster gains +2 insight bonus to use object forever
<b>Woodlands Prison</b> [P]	Helpless or willing target is imprisoned forever in the forest

## 5TH-LEVEL SPELLS

## SIMPLE

<b>Battle Healing</b> (Greater) [PE]	Target is healed of 1d6 points of damage/caster level (maximum 15d6)
<b>Creation</b> (Greater)	Creates nonmagical object of any material
<b>Dominate</b> (Lesser) [MA, Ps, T]	Caster controls actions of any Medium (or smaller) humanoid
<b>Enfeebled Mind</b> [C, MA, Ps]	Target's Intelligence drops to 1
<b>Open Door</b>	Opens one door, no matter how sealed, barred, or locked
<b>Revivification</b> [PE]	Restores temporary life to a dead creature
<b>Spell Resistance</b>	Target gains SR 12 + caster level
<b>Summon Minor Elemental</b> (Greater) [any element]	Medium elemental appears and attacks caster's foes
<b>Wall of Stone</b> [E]	Creates barrier of stone



## COMPLEX

<b>Conjure Energy Creature V</b> [any energy]	Conjures a creature made of energy that fights for the caster
<b>Control Undead</b>	Caster controls actions of undead creature
<b>Defensive Field</b>	Caster is surrounded by protective field that absorbs up to 5 hp/level
<b>Drain Away Speed (Greater)</b>	Reduces target's speed by 40 feet
<b>Eldritch Wall (Greater)</b> [F]	Creates wall of force that can withstand 100 points of damage/caster level
<b>Gird the Warrior</b> [F]	Target gains +10 armor bonus to AC and +4 enhancement bonus to attacks and damage
<b>Massive Sword</b> [F]	Creates massive sword of force that attacks as caster directs, inflicting 4d6+3 damage
<b>Remove Malady</b> [PE, T]	Cures one of a long list of unwanted conditions
<b>Restoration</b> [PE, T]	Restores ability score damage and lost level
<b>Scrying</b> [Ps]	Caster views creature at any distance
<b>Sealed Door (Greater)</b>	Makes door almost impossible to open
<b>Teleport</b> [Tp]	Caster and others move to a distant location instantaneously
<b>Wall of Iron</b>	Creates barrier of iron
<b>Wall of Thorns</b> [P]	Creates thick barrier of thorns that inflicts damage to anyone moving through it

## EXOTIC

<b>Burst of Healing</b> [PE]	All living allies within 20 feet heal 2d8 points of damage +1 point/caster level; undead are hurt by like amount.
<b>Dragonform</b>	One mojh gains +4 to Strength, +2 to Constitution, increases natural armor by +2, and gains breath weapon
<b>Giant's Grip</b>	Doubles giant's Strength bonus to grapple checks and break object checks
<b>Peer Through Matter</b>	Caster can see through matter

## 6TH-LEVEL SPELLS

## SIMPLE

<b>Ability Boost (Greater)</b>	Target gets +8 enhancement bonus to highest ability score
<b>Beastskin (Greater)</b>	Target gains +6 (or greater) natural armor bonus to AC
<b>Blindsight</b>	Target gains blindsight
<b>Call Guardian (Lesser)</b>	Calls monster to serve caster
<b>Coma</b> [MA]	Target is comatose for one hour/caster level
<b>Cursed Locale</b>	All attacks, saves, and checks made in the affected area suffer a -2 morale penalty
<b>Learn Truename</b>	Caster learns one creature's truename
<b>Protect Soul</b>	Protects caster from soul-affecting spells and truename effects
<b>Wall of Sound</b> [S]	Creates barrier of shrieking, solid sound that inflicts damage and hinders Listen checks

## COMPLEX

<b>Animate the Dead (Greater)</b> [NE]	Creates one powerful undead creature
<b>Bloodblade</b>	Weapon inflicts 2 points of bleeding damage/round
<b>Conjure Energy Creature VI</b> [any energy]	Conjures a creature made of energy that fights for the caster
<b>Discorporate</b>	Target takes 1d10 points of damage/round for 1 round/caster level
<b>Freeze</b> [Co, W]	Freezes five 10-foot by 10-foot by 1-foot areas of water/caster level
<b>Resilient Sphere (Greater)</b> [F]	Encases target in sphere that has 200 hp/level and moves as caster directs
<b>Rouse Undead Spirit</b> [NE]	Creates one incorporeal undead creature
<b>Security</b>	Area becomes proof against divination and teleportation spells
<b>Shape Element</b> [any element]	Any one element conforms to caster's wishes
<b>Shaped Strike</b> [Fi]	Blast of flame moves around corners and allies, inflicting 1d4 points of damage/caster level
<b>Stimulate</b> [MA, Ps]	Grants a target +2 luck bonus to an ability score of caster's choice
<b>Transform into Plant</b> [P]	Caster turns into any plant with same or fewer HD
<b>Vitrification</b> [E]	Target turns to glass

## EXOTIC

<b>Energy Sheath</b> [any energy]	Adds +2 bonus to AC and inflicts 1d6 points of damage +1 point/caster level to all touched
<b>Freezing Claw</b> [Co]	Creates claw that makes touch attacks, freezing targets solid
<b>Spell of Challenge</b> [MA, Ps, T]	Forces creature to come to your location
<b>Teleport Other</b> [Tp]	Target travels instantly to a place caster designates

## 7TH-LEVEL SPELLS

## SIMPLE

<b>Curse of the Chaotic Mind</b> [C, T]	Randomly lowers target's Intelligence, Wisdom, and Charisma to 1
<b>Finger of Destruction</b> [NE]	Target suffers 5 points of damage/caster level
<b>Gaze of the Basilisk</b> [E]	Gaze attack turns victims to stone
<b>Immunity (Lesser)</b>	Target is immune to one dangerous type of spell, element, energy, or other danger
<b>Mental Protection</b> [MA, Ps]	Caster makes caster power check to negate mental attacks on target
<b>Rock's Hand</b> [E]	Hand of stone rises from the ground and grapples foe
<b>Song of Paralysis</b> [S]	One creature/level is paralyzed

<b>Spirit of War</b>	Caster gains +4 to Strength, Constitution, and Dexterity, and +1 to attack rolls/2 caster levels, but cannot cast spells	<b>Primal Release</b>	Target gains +10 to Strength and Constitution, +2 to Dexterity, -6 to Intelligence and Charisma, and -2 to Wisdom, and cannot cast spells
<b>Stabilize Soul</b> [T]	<i>Revivified</i> creature remains alive	<b>Wave of Death</b> [NE]	Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points
<b>Summon Major Elemental (Lesser)</b> [any element]	Huge elemental appears and attacks caster's foes	<b>Wave of Life</b> [PE]	Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points
<b>Transfer Wounds (Total)</b> [PE]	Heals all damage; caster suffers half that amount in subdual damage	<b>Whirlwind</b> [A]	Creates cyclone that moves as directed, inflicting damage and tossing creatures and objects about
<b>COMPLEX</b>			
<b>Call Undead</b> [NE, T]	Calls undead to appear before caster	<b>Call Outsider</b> [T]	Calls outsider to appear before caster
<b>Caustic Burst</b> [Ac]	Burst of acid inflicts 1d6 points of damage/ caster level, also harms metallic objects	<b>Conjure Energy Creature VII</b> [any energy]	Conjures a creature made of energy that fights for the caster
<b>Conjure Energy Creature VII</b> [any energy]	Conjures a creature made of energy that fights for the caster	<b>Control Weather</b> [A]	Changes weather in a two-mile radius
<b>Control Weather</b> [A]	Changes weather in a two-mile radius	<b>Extend Life</b>	Subtracts 10 years from caster's age when determining aging effects
<b>Extend Life</b>	Subtracts 10 years from caster's age when determining aging effects	<b>Incorporeal Form</b>	Caster becomes incorporeal
<b>Incorporeal Form</b>	Caster becomes incorporeal	<b>Null Magic Zone</b>	Creates a 10-foot radius where magic does not work
<b>Null Magic Zone</b>	Creates a 10-foot radius where magic does not work	<b>Phase Door</b>	Creates a passage through walls only the caster (and allies) can use
<b>Phase Door</b>	Creates a passage through walls only the caster (and allies) can use	<b>Raise the Dead (Lesser)</b> [PE, T]	Cast seven times over a seven-day period, this spell brings a dead creature back to life
<b>Raise the Dead (Lesser)</b> [PE, T]	Cast seven times over a seven-day period, this spell brings a dead creature back to life	<b>Ride the Lightning</b> [El, Tp]	Caster fires bolt that inflicts 1d6 points of damage/caster level, and appears where it ends
<b>Ride the Lightning</b> [El, Tp]	Caster fires bolt that inflicts 1d6 points of damage/caster level, and appears where it ends	<b>Spell Turning</b>	Reflects back 1d4+6 levels of spells to attacking caster
<b>Spell Turning</b>	Reflects back 1d4+6 levels of spells to attacking caster	<b>Spellmaster</b>	Caster can shape spell areas, delay effects, and increase ranges
<b>Spellmaster</b>	Caster can shape spell areas, delay effects, and increase ranges	<b>EXOTIC</b>	
<b>EXOTIC</b>			
<b>Disintegration</b>	Creatures suffer 100 points of damage; 10-foot cube of nonliving material vanishes	<b>Animate Undead Legion</b> [NE]	Creates one undead creature/level
<b>Disintegration</b>	Creatures suffer 100 points of damage; 10-foot cube of nonliving material vanishes	<b>Bring Down the Moon</b>	Heals, restores spell slots, and grants +1 luck bonus to attacks, saves, and checks for allies
<b>Feedback Strike</b> [F]	Foes attacking caster suffer 3d6 points of damage +1 point/caster level	<b>Regeneration</b> [PE]	Restores lost limbs and body parts
<b>Feedback Strike</b> [F]	Foes attacking caster suffer 3d6 points of damage +1 point/caster level	<b>9TH-LEVEL SPELLS</b>	
<b>Multiple Personalities</b> [MA, Ps]	Creates 2nd, opposite personality in target that has control half the time	<b>SIMPLE</b>	
<b>Multiple Personalities</b> [MA, Ps]	Creates 2nd, opposite personality in target that has control half the time	<b>Call Guardian (Greater)</b>	Calls monster to serve caster
<b>Teleport Attack</b> [Tp]	Creature is teleported into a solid surface, suffers 2d6 points of Constitution damage + 1 point/round	<b>Immunity (Greater)</b>	One creature/4 levels is immune to one dangerous type of spell, element, energy, or other danger
<b>Teleport Attack</b> [Tp]	Creature is teleported into a solid surface, suffers 2d6 points of Constitution damage + 1 point/round	<b>Perfect Health</b> [PE]	Heals all damage, ability score damage, and removes unwanted conditions
<b>8TH-LEVEL SPELLS</b>			
<b>SIMPLE</b>			
<b>Curse of Languishing Death</b> [C, NE, T]	Victim suffers 1d6 points of Constitution damage/day	<b>Shapechange</b>	Caster takes on new forms
<b>Curse of Languishing Death</b> [C, NE, T]	Victim suffers 1d6 points of Constitution damage/day	<b>Summon Major Elemental (Greater)</b> [any element]	Elder elemental appears and attacks caster's foes
<b>Dominate (Greater)</b> [MA, Ps, T]	Caster controls actions of one creature		

## COMPLEX

<b>Conjure Energy Creature IX</b> [any energy]	Conjures a creature made of energy that fights for the caster
<b>Duplicate</b>	Creates exact duplicate of caster, controlled by caster
<b>Raise the Dead (Greater)</b> [PE, T]	Cast seven times over a seven-day period, this spell brings a dead creature back to life
<b>Temporal Stasis</b>	Target is held in suspended animation permanently
<b>Trap Soul</b> [T]	Traps creature's (living or dead) soul in object; caster can force soul to answer questions

## EXOTIC

<b>Consume Soul</b> [NE, T]	Unconscious creature dies and caster draws power in the form of a +2 luck bonus to attacks, saves, and checks
<b>Immortality</b> [T]	Target stops aging
<b>Invoked Apocalypse</b>	All in 100-foot/level radius take 10d6 points of damage/round for 1 round/level
<b>Purge Akashic Memory</b> [Ps]	Erases one event or fact from the akashic memory and possibly from the memories of all people

## SPELL

## DESCRIPTIONS

For an explanation of the various elements of the spell description format used below, please see Chapter One: Magic.

## ABILITY BOOST (LESSER)

Transmutation

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

Your touch carries with it a vigorous bit of violet energy. The subject gains a +2 enhancement bonus to the highest ability score that does not already have an enhancement bonus (if the subject has two ability scores which are the same, he can choose which gets boosted). For example, if a character's highest ability score is Strength but he wears a *belt of strength +4*, this spell adds +2 to the next highest ability score (unless, of course, it also has an enhancement bonus). Subjects who have enhancement bonuses on all their ability scores remain unaffected by this spell.

If Intelligence is boosted, the character's skill points are not affected. If a spellcasting ability score (Intelligence, Wisdom, or Charisma) is boosted, the character does not gain bonus readied spells or spell slots. All other derived aspects of ability scores, such as hit points, attack and damage bonuses, AC bonuses, skill bonuses, spellcasting DCs, and so on, are modified.

As with most spells, you gain no benefit from having this spell cast on you twice.

**Diminished Effects:** The spell's range is Personal and target is You.

**Heightened Effects:** The enhancement bonus becomes +4.

**Magic Item Creation Modifier:**

Constant N/A

## ABILITY BOOST (GREATER)

Transmutation

**Level:** 6 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

As *lesser ability boost*, but the subject gains a +8 enhancement bonus to the highest ability score that does not already have an enhancement bonus.

**Diminished Effects:** The enhancement bonus becomes +6.

**Heightened Effects:** The enhancement bonus becomes +10.

**Magic Item Creation Modifier:**

Constant N/A

## ACID PIT

Conjuration (Creation) [Acid]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Area:** A 10-foot by 10-foot pit with a depth of up to 1 foot/level

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

With a wave of your hands, amid an acrid odor, you create a pit in the floor filled with acid. You must place this *acid pit* within a solid, horizontal surface that can accommodate its size (a balcony with a floor 2 feet thick cannot accommodate a pit 2 or more feet deep). You cannot create a pit under a creature or object. The surface must be clear. Creatures touching the acid suffer 1d6 points of damage unless they are completely submerged, in which case they suffer 10d6 points of damage.

**Diminished Effects:** The pit lasts for only 1 round per level and has a maximum depth of 5 feet.

**Heightened Effects:** You can create the pit underneath a creature or object. Creatures get a Reflex save to leap to one side of the pit (where they leap to is up to them) and suffer no damage.

## ACROBATICS

Transmutation

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

You gain a +5 competence bonus to Balance, Climb, Jump, and Tumble checks.

**Diminished Effects:** The bonus becomes +1.

**Heightened Effects:** The bonus becomes +10.

**Magic Item Creation Modifier:**

Constant ×4, single-use ×2

**ADVANCE POISON**

Transmutation [Negative Energy]

**Level:** 2 (Exotic)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One dose of poison**Duration:** One hour/level

With a flash of dark green light and a foul odor, this spell increases the saving throw Difficulty Class of one dose of poison by +2.

**Diminished Effects:** The Difficulty Class bonus becomes +1, and the duration is 10 minutes per level.

**Heightened Effects:** The Difficulty Class bonus becomes +1 per two caster levels (maximum +6).

**Magic Item Creation Modifiers:** Single-use  $\times 2$ , constant  $\times 1.5$

**AID PLANTS**

Transmutation [Plant]

**Level:** 2 (Simple)**Casting Time:** 10 minutes**Range:** Long (400 feet + 40 feet/level)**Area:** 400 feet + 40 feet/level-radius globe, centered on you**Duration:** Four months**Saving Throw:** None**Spell Resistance:** No

You stretch out your arms, and a warm glow spreads throughout the area. All nonintelligent and nonanimate plants in the area grow strengthened and able to resist disease. Casters use this spell mostly to aid crops, gardens, and forests.

If a disease or other magical effect specifically targeted at plants threatens those aided by this spell, the plants get a Fortitude saving throw (even if one is not normally allowed). The bonus is equal to the caster's Fortitude saving throw bonus. If the effect already allows for a saving throw, the plants use their own bonus or the caster's bonus, whichever is greater.

**Diminished Effects:** The spell affects one plant.

**Heightened Effects:** The spell can affect intelligent and animate plants.

**ANALYZE**

Divination

**Level:** 1 (Exotic)**Casting Time:** Eight hours**Range:** Touch**Target:** One magic item**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

Through careful study of a magic item, you learn one of its abilities that you did not already know, and how to activate it. If you know all the item's capabilities, then you learn that fact as well. Either way, you also learn the number of charges or uses the item has.

**Diminished Effects:** You gain a +4 bonus to an Alchemy check to identify something made within the casting time. The target becomes one item or substance.

**Heightened Effects:** The casting time becomes one hour.

**Magic Item Creation Modifiers:** Single-use  $\times 2$ , spell-completion  $\times 2$

**ANIMATE THE DEAD (LESSER)**

Necromancy [Negative Energy]

**Level:** 4 (Simple)**Casting Time:** One minute**Range:** Touch**Targets:** The corpse of one creature with fewer Hit Dice than the caster**Duration:** Instantaneous (self-sustaining magic)**Saving Throw:** None**Spell Resistance:** No

This spell turns the bones or body of a dead creature into an abominable, walking undead. Enough of the corpse must be present to make for a passable undead creature—a skeletal structure, a great deal of flesh from one creature, etc. Sickly greenish light flows over these remains, and the soul of the creature is restored into a rotting but now-animate corpse. Immediately, the creature must make a Will saving throw. If the save fails, the undead must obey your verbal commands. If successful, the creature remains in control of its own will. It can then attempt a second saving throw (if the DM deems that it would wish to). If the second save succeeds, the soul returns to its normal afterlife, and the corpse crumbles to

dust. The soul of a creature trapped in an undead body, if it was not twisted before, quickly becomes corrupt, bloodthirsty, and malevolent. An undead creature not controlled attempts to slay its creator as quickly as it can. An undead creature has all the abilities it possessed in life, modified by the undead template (see sidebar, next page).

You can control only one undead creature at a time. Any attempt to animate a second undead while you have one under your control always frees the first one. The only exception to this are creatures whose truenames you knew when they were alive (they do not count against your total of one controllable undead at a time) or undead under the effects of a *control undead* spell.

Creatures whose souls are not available cannot be animated as undead. Thus, even if a large portion of the body of a still-living (or once again living) creature is available, it cannot be animated. Likewise, those creatures with trapped or protected souls cannot be animated.

This spell requires 500 gp worth of special oils to be sprinkled on the corpse.

**Diminished Effects:** The undead moves only half its normal move rate, gains no Dexterity bonus (see creature template), and can take only one action per round, either move-equivalent or standard, but not both.

**Heightened Effects:** The undead gains +1 hp per Hit Die, a +1 natural armor bonus to Armor Class, and a +1 enhancement bonus to attack rolls. Casting time becomes 1 round.

**Magic Item Creation Modifier:** Constant  $\times 1.5$

**ANIMATE THE DEAD (GREATER)**

Necromancy [Negative Energy]

**Level:** 6 (Complex)**Casting Time:** One hour**Range:** Close (25 feet + 5 feet/two levels)**Target:** The corpse of one creature with fewer Hit Dice than the caster**Duration:** Instantaneous (self-sustaining magic)**Saving Throw:** None**Spell Resistance:** No

This spell allows you to create more powerful undead than *lesser animate the dead*. Greater undead gain a +3 natural armor

bonus, an additional +4 bonus to Strength, and two of the following special abilities:

- **Blood Drain (Ex):** The undead has fangs to suck blood from a living victim by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round that it maintains the pin.
- **Create Spawn (Su):** A creature slain by the undead creature's energy drain attack rises as an undead 1d4 days after burial. (This ability only works if the undead has the energy drain ability at right.)
- **Resistance (Ex):** Cold and electricity resistance 20.

- **Damage Reduction (Su):** The undead body is tough, giving the creature damage reduction 15/+1.
- **Energy Drain (Su):** Living creatures hit by the undead creature's claw attack suffer one negative level.
- **Fast Healing (Ex):** The undead heals 3 points of damage each round as long as it has at least 1 hit point.

Greater undead have a Challenge Rating equal to that of the base creature +3.

This spell requires 800 gp worth of special oils as a material component to be sprinkled over the corpse.

**Diminished Effects:** The undead moves only half its normal move rate, gains no

Dexterity bonus (see creature template), and can take only one action per round, either a move-equivalent or a standard action, but not both.

**Heightened Effects:** The undead gains all of the stated bonuses as well as +1 hp per Hit Die, an additional +2 natural armor bonus to Armor Class, and an additional special ability.

**Magic Item Creation Modifier:**

Constant  $\times 1.5$

**ANIMATE UNDEAD LEGION**

Necromancy [Negative Energy]

**Level:** 8 (Exotic)

**Casting Time:** One day

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One corpse/level

**Duration:** Instantaneous (self-sustaining magic)

**Saving Throw:** None

**Spell Resistance:** No

This spell allows you to create and control one undead creature per caster level exactly as described in *lesser animate the dead*.

This spell requires 100 gp worth of special oils per corpse as a material component to be sprinkled over each undead created.

**Diminished Effects:** The undead move at only half their normal move rate, gain no Dexterity bonus (see creature template), and can take only one action per round, either a move-equivalent or a standard action, but not both.

**Heightened Effects:** The undead gain +1 hp per Hit Die, +1 natural armor bonus to Armor Class, and a +1 enhancement bonus to attack rolls.

**Magic Item Creation Modifiers:**

Constant  $\times 3$ , single-use  $\times 3$ , spell-completion  $\times 1.5$

**ANIMATE WEAPON**

Transmutation

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One weapon you are proficient with

**Duration:** Concentration (up to 2 rounds/level)

**Saving Throw:** None

**Spell Resistance:** No

**Undead**

*Undead are animated corpses. The spirit of the original creature inhabits the corpse once again, powered by negative energy. The existence of undead is a corruption and an abomination upon the natural order of the world.*

*"Undead" is a template you can add to any nonundead, corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to Undead. It retains all type modifiers.*

*The undead creature uses all the base creature's statistics and special abilities except as noted here.*

**Hit Dice:** Change Hit Die to d12.

**Speed:** Winged undead creatures retain the ability to fly. Now, however, the flight is magical, as the flight spell (but still uses the creature's original flying speed).

**Armor Class:** Natural armor changes to a value based on the undead creature's size:

Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+10

**Attacks:** The undead creature retains all the base creature's natural attacks, equipment, and weapon proficiencies. A creature with hands or feet gains one claw attack per hand. The undead creature can strike with all its claws at its full-attack bonus. (If the creature already had claw attacks with its hands, use the undead creature's attack format and damage, if they're better.) The base creature's attack bonuses do not change (except where affected by ability score modifications).

**Damage:** Natural and manufactured weapons inflict normal damage. A claw attack deals damage depending on the undead creature's size. (Use the base creature's claw damage if it's greater.)

Size	Damage
Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	2d4
Gargantuan	2d6
Colossal	2d8

**Special Qualities:** The undead creature retains all special qualities the base creature once had. All undead creatures gain darkvision (60-foot range) and the Undead type (and all its subsequent immunities). See the MM for details on the Undead type.

**Abilities:** Modify the base creature as follows: Str +2, Dex +2, Con —, Int +0, Wis +0, Cha +0.

**Challenge Rating:** As the base creature's +1.

You direct the movement of one melee weapon with which you are proficient and could normally wield, making it fly through the air to any place within range that you can see. It moves and attacks as you would if you were wielding it. Thus, if you have a speed of 30 feet and an attack bonus of +10/+5, it could move up to 30 feet and make a single attack with a +10 bonus, or it could move 5 feet and make two attacks, one with a +10 bonus and the other with a +5 bonus.

The weapon can be targeted for attacks (AC usually based only on size), with hit points and hardness dependent upon the type. A few common samples appear below.

Weapon	AC	Hardness	hp
Dagger	14	10	1
Short sword	12	10	2
Longsword	11	10	5
Greatsword	10	10	10
Handaxe	12	5	2
Battleaxe	11	5	5
Greataxe	10	5	10
Light mace	12	10	10
Heavy mace	11	10	25

**Diminished Effects:** The weapon can take only one action per round—either a standard or a move-equivalent action, but not both—and suffers a –2 penalty to attack rolls.

**Heightened Effects:** You may apply your Charisma, Wisdom, or Intelligence modifier (your choice) rather than your Strength modifier to attack and damage rolls.

**Magic Item Creation Modifier:** Constant ×2

**APPROPRIATE SIZE**

Transmutation  
**Level:** 0 (Complex)  
**Casting Time:** Standard action  
**Range:** Touch  
**Target:** One object  
**Duration:** One minute/level (D)  
**Saving Throw:** Fortitude negates (object)  
**Spell Resistance:** Yes (object)

You ensorcel an object so that it becomes “appropriately sized” for whatever creature holds or wears it, up to size Huge and down to size Tiny creatures. For clothing and items that are worn, the “appropriate size” is fairly obvious. For weapons, the weapon becomes just big enough or just small enough to wield comfortably. For example, for a Medium human, a short sword, longsword, or greatsword do not change size under the effects of this spell. A Huge greatsword would shrink to the size of a normal greatsword, however, and a Tiny longsword would remain dagger-sized for the human, but a Tiny short sword would grow to dagger size. Other objects change size only if it is impossible for the

creature to use them properly unchanged. A Huge statue does not shrink (because a statue can be enjoyed at any size), but a very tiny book might grow large enough for a creature to read it without eyestrain.

**Heightened Effects:** The spell modifies objects for a creature of any size.

**Magic Item Creation Modifier:** Constant ×2

**ARROW REFLECTION**

Transmutation  
**Level:** 3 (Complex)  
**Casting Time:** Standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level

You can force one ranged physical (non-spell) attack back at its source each round as a free action in response to the attack. The attack retains its initial attack roll to determine whether it hits the source and inflicts damage normally. Thus, if an archer fires an arrow at you with an attack roll of 25, you reflect it back at the archer, striking if the archer’s Armor Class is 25 or less. You must be aware of the attack, not flat footed, however.

**Diminished Effects:** The attack misses you but misses the attacker as well.

**Heightened Effects:** If you hit, the attack’s damage doubles.

**Magic Item Creation Modifier:** Constant ×3, single-use ×2



**ATTACK FROM WITHIN****(ELEMENTAL)**

Evocation [See Text]

**Level:** 3 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** Fortitude half**Spell Resistance:** Yes

You summon an elemental force to appear within a creature or object. The element you choose at the time of casting (air, earth, fire, or water) determines the spell's descriptor. The target suffers 1d6 points of damage (of the appropriate elemental type) per caster level (maximum 10d6) as the air churns within it, the earth bursts out of it, the fire blazes deep inside it, or the water fills and expands it from within.

**Diminished Effects:** The spell inflicts 5d6 points of damage, and a successful Fortitude saving throw negates the attack.

**Heightened Effects:** The elemental conjuration extends out in a 5-foot-radius spread around the target. Anything or anyone within that area suffers half damage (Reflex saving throw negates).

**ATTACK FROM WITHIN****(ENERGY)**

Evocation [See Text]

**Level:** 4 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** Fortitude half**Spell Resistance:** Yes

You summon dangerous energy to appear within a creature or object. The energy type you choose at the time of casting (acid, cold, electricity, fire, or sonic) determines the spell's descriptor. The target suffers 1d6 points of damage (of the appropriate energy type) per caster level (maximum 15d6) as the energy bursts from within.

**Diminished Effects:** The spell inflicts a maximum of 10d6 points of damage.

**Heightened Effects:** The energy that bursts out of the victim extends out in a 10-foot-radius spread around the target. Anything or anyone within that area suffers half damage (Reflex saving throw negates).

**BASH**

Transmutation

**Level:** 0 (Simple)**Casting Time:** Standard action**Range:** Personal**Target:** You

**Duration:** Until discharged (no more than 1 round/level) (D)

Your eyes glow with silvery might until the spell ends. The next time you make a melee attack, you get to add a +2 competence bonus to the attack and damage roll. Once used, the spell ends.

**Heightened Effects:** The bonus is +5.

**Magic Item Creation Modifier:**

Constant N/A, single-use x2

**BATTLE HEALING (LESSER)**

Evocation [Positive Energy]

**Level:** 2 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes (harmless)

Laying your hand upon a living creature, you infuse the subject with positive (life) energy and cure 1d6 points of damage + 1 point per caster level (maximum +10 points). As you do, your hands take on a light green glow. Your touch feels cool and soothing.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will saving throw to take half damage.

Creatures healed with this spell often are left with scars appropriate to the amount of damage inflicted.

**Diminished Effects:** You heal 1 point of damage per level (maximum 5 points).

**Heightened Effects:** You heal 1d6 points of damage + 2 points per caster level (maximum +20 points).



**BATTLE HEALING (GREATER)**

Evocation [Positive Energy]

**Level:** 5 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Will half (harmless)**Spell Resistance:** Yes (harmless)

As *lesser battle healing*, except that you cure 1d6 points of damage per caster level, up to a maximum of 15d6.

**Diminished Effects:** You heal 1d6 points of damage + 2 points per caster level (maximum +30 points).

**Heightened Effects:** You heal 6 points of damage per level (maximum 120 points).

**BEASTSKIN (LESSER)**

Transmutation

**Level:** 2 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Living creature touched**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** Yes (harmless)

The creature's skin becomes tough, and either scaly or leathery and somewhat furred (your choice). *Lesser beastskin* grants a +2 natural armor bonus to Armor Class. This bonus increases to +3 if you are 5th to 9th level and to +4 if you are 10th level and up.

**Diminished Effects:** Bonus becomes +1 to Armor Class regardless of caster level.

**Heightened Effects:** Duration becomes 12 hours.

**Magic Item Creation Modifier:**

Constant N/A

**BEASTSKIN (GREATER)**

Transmutation

**Level:** 6 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Living creature touched**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** Yes (harmless)

As *lesser beastskin* but this spell grants a +6 natural armor bonus to Armor Class. This bonus increases to +7 if you are 15th to

19th level and to +8 when you are 20th level and up.

**Diminished Effects:** Bonus becomes +5 regardless of level.

**Heightened Effects:** Duration is 12 hours.**Magic Item Creation Modifier:**

Constant N/A

**BIND WITH PLANTS**

Transmutation [Plant]

**Level:** 4 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Target:** One plant**Duration:** 1 round/level (D)**Saving Throw:** Reflex negates**Spell Resistance:** No

You transform a plant into a grasping trap that immediately wraps around a single creature, up to two sizes larger than you. The plant grows to conform to the size of the creature, which must be on the ground or within 5 feet of the plant. The plant holds the creature immobile and helpless. The creature remains aware and breathes normally but cannot take any physical actions, even speech. It can, however, execute purely mental actions (such as casting a spell with only mental components). Others can attempt to break the creature free, but this requires a Strength check (DC 28).

**Diminished Effects:** The creature can break free on its own with a Strength check (DC 22). The Strength check for others to free him becomes only DC 18.

**Heightened Effects:** The spell causes a plant to grow up under the target and grasp, allowing a character to cast it anywhere.

**BLAST OF CASTIGATION**

Evocation [Force]

**Level:** 3 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** A ray**Duration:** Concentration (up to 1 round/level)**Saving Throw:** Reflex half**Spell Resistance:** Yes

You hurl a ray of violet energy from your open palm. You must make a ranged attack roll against the target, which must be a creature. A successful strike inflicts 1d8

points of damage per three caster levels (maximum 5d8). You may then concentrate to continue blasting the target with a continuous beam of energy. Each round that you blast the target, the spell deals 1d8 points of damage per three caster levels (maximum 5d8). If you or the target move so as to break the line of effect, even for a moment, the spell ends. You cannot switch the target of the spell, once cast.

**Diminished Effects:** The duration of the spell becomes instantaneous (there is no continuing blast effect).

**Heightened Effects:** The ray inflicts 1d8 points of damage per two caster levels (maximum 10d8).

**BLINDING LIGHT**

Evocation [Light]

**Level:** 2 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature**Duration:** 1 round/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You blast intense light from your fist. The target is blinded for 1 round/level. Creatures without eyes are immune to this spell.

**Diminished Effects:** The spell requires you to make a ranged touch attack, and the foe still gets a saving throw.

**Heightened Effects:** You can blast up to one extra target every three levels, as long as no two are more than 20 feet apart.

**BLINDSIGHT**

Transmutation

**Level:** 6 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One creature**Duration:** One minute/level**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)

A creature you touch gains blindsight out to a range of 5 feet per caster level. The creature maneuvers and fights as if it can see within that range, regardless of circumstances. Invisibility and darkness are irrelevant, though the creature still can't discern incorporeal beings. His eyes turn entirely violet for the duration.



**Diminished Effects:** The range becomes Personal, and the target becomes You.

**Heightened Effects:** The duration becomes 10 minutes per level.

### BLOODBLADE

Transmutation

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One bladed weapon

**Duration:** One minute/level

**Saving Throw:** No (see text)

**Spell Resistance:** No

A bladed weapon you touch inflicts bleeding wounds that bleed 2 hit points per round with each strike until the victim gets magical healing or someone makes a Heal check with a Difficulty Class equal to this spell's save DC. Bleeding damage is cumulative. The blade drips with a drop of blood when not being used. In battle, it seems to absorb any opponent's blood that it touches.

**Diminished Effects:** The bleeding wounds bleed 1 hit point per round.

**Heightened Effects:** The bleeding wounds bleed 3 hit points per round.

### BOIL

Evocation [Fire, Water]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 10-foot-radius spread in water

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

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

This spell causes the water in the area to become very hot. Any creature at least 25 percent submerged in water in the area suffers 1d6 points of damage per caster level (maximum 5d6). Water in the area fills with bubbles and provides 50 percent concealment.

**Diminished Effects:** The spell affects the water around one submerged creature in range.

**Heightened Effects:** The spell boils the water within living creatures with any water content (DM's discretion), even if they are not in water. Creatures in the area suffer 1d6 points of damage per caster level (maximum 10d6). Creatures submerged in water suffer an additional +1d6 points of damage.

### BRING DOWN THE MOON

Transmutation

**Level:** 8 (Exotic)

**Casting Time:** Standard action

**Range:** 0 feet

**Area:** 5-foot radius/level centered on you

**Duration:** One minute/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell works only at night, with the moon visible in the sky. You seem to "call down the moon," filling the area around you with a light, milky glow. All allies in the area feel completely refreshed and instantly regain hit points as if they have rested for one full day. Spellcasters have all spell slots available to them, as if they had rested for a night. All daily powers are available as if they had not been used for 24 hours. While your allies remain in the area, they enjoy a +1 luck bonus to attack rolls, saving throws, and checks, and all foes suffer a -1 luck penalty to attack rolls, saving throws, and checks. The area moves with you.

You can cast this spell only once per night. The duration ends early if day breaks.

This spell consumes a moonstone worth 500 gp as a material component.

**Diminished Effects:** The spell can affect only you and one other creature.

**Heightened Effects:** The duration becomes 10 minutes per level, and the area is 10-foot radius per level.

**Magic Item Creation Modifiers:** Single use  $\times 2$ , spell completion  $\times 2$

### BURST OF HEALING

Evocation [Positive Energy]

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** 20 feet

**Area:** All living allies and undead within a 20-foot-radius burst centered on you

**Duration:** Instantaneous

**Saving Throw:** Fortitude half (harmless)

**Spell Resistance:** Yes (harmless)

Positive energy, like a light green wave of light, spreads out in all directions from the point of origin, curing 2d8 points of damage +1 point per caster level (maximum +20) for nearby living allies. As with *battle healing*, the healing process is quick and imperfect, often leaving scars on those the spell heals.

Like cure spells, *burst of healing* damages undead in its area rather than curing them.

**Diminished Effects:** The area becomes a 10-foot radius, and the spell heals 1d8 + 1 point per caster level (maximum +15).

**Heightened Effects:** The area becomes a 30-foot radius, and the spell heals 3d8 + 1 point per caster level (maximum +20).

**Magic Item Creation Modifiers:**

Constant  $\times 1.5$ , single use  $\times 1.5$

### BYPASS WARD

Transmutation

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 20-foot-radius spread

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

**Saving Throw:** None

**Spell Resistance:** No

The area briefly glows with a moving wave of golden light. You suppress all magical traps and sealing or warding spells (like *elemental trap* or *sealed door*) in the area for the duration, if you make a caster power check (DC 15 + the trap's CR or the spell's level). You can also suppress touch-trigger runes in the area with a caster power check; the DC is the same as it would be to identify them (see the runethane in *Monte Cook's Arcana Unearthed*). You do not need to be aware of a trap or ward to suppress it.

**Diminished Effects:** You can suppress only one trap, and you must be aware of it.

**Heightened Effects:** The spell suppresses (disables) mechanical traps too, with a successful caster power check (DC 10 + the trap's CR). The disabled traps resume functioning when the duration ends.

### CALL GUARDIAN (LESSER)

Conjuration (Calling)

**Level:** 6 (Simple)

**Casting Time:** One minute

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One creature

**Duration:** Instantaneous

**Saving Throw:** None (see text)

**Spell Resistance:** No (see text)

You conjure a creature from the list that follows, calling it from its normal habitat and home to bring it instantly and magically to you in a flash of crackling energy. If

you burn 500 gp worth of incense as the creature appears, you can immediately give the creature one command of no more than one word per caster level. The creature can make a Will saving throw (spell resistance applies as well, although none of the monsters on the list normally have it) to resist that command. If they do resist, they can do as they wish, although they have no special power to return home immediately. They most likely will be very angry. If they do not resist, they are compelled to carry out the command until it is fulfilled or for a year and a day, whichever comes first.

Commands might include: "Follow me and attack anyone that attacks me," or "Remain within 200 feet of this spot and attack anyone that comes near other than me."

If you wish to give the creature further commands, you must use a spell like *suggestion* or *dominate*. The creatures are real and thus still need to eat, sleep, and so forth. Called guardians treated well might stay even after they are no longer compelled.

Choose the creature from this list: carrion crawler, gargoyle, giant stag beetle, griffon, harpy, minotaur, or tiger.

**Diminished Effects:** Choose the creature from this list: ankheg, dire ape, giant eagle, hell hound, or rust monster.

**Heightened Effects:** Choose the creature from this list: basilisk, girallon, manticores, troll, or young black dragon.

### CALL GUARDIAN (GREATER)

Conjuration (Calling)

**Level:** 9 (Simple)

**Casting Time:** One minute

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One creature

**Duration:** Instantaneous

**Saving Throw:** None (see text)

**Spell Resistance:** No (see text)

As *lesser call guardian*, except you choose the creature from this list: chimera, dire bear, eight-headed hydra, juvenile black dragon, or medusa.

**Diminished Effects:** Choose the creature from this list: lamia, megaraptor (dinosaur), will-o'-wisp, wyvern, or young blue dragon.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

### CALL OUTSIDER

Conjuration (Calling) [Truename]

**Level:** 8 (Complex)

**Casting Time:** 10 minutes

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One outsider whose Challenge

Rating is less than your level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

After minutes of quiet contemplation, you speak three times the truename of an outsider you know. A gateway appears for just a moment. The outsider arrives before you, within range, at a spot you choose. The outsider is not compelled to do anything other than remain for 1 round. You can use this time to trigger a trap, attempt to use another spell, attempt to use the Power of the Name feat, or something similar. Even if it would not normally have the power to do so, the spell grants the outsider the ability to return to its home after 1 round—unless it's somehow prevented (like with a *security* spell or a *magic circle*).

Called outsiders are usually annoyed and hostile.

**Diminished Effects:** The outsider's Challenge Rating can be only half your level.

**Heightened Effects:** There is no limit to the power of the outsider you can call.

**Magic Item Creation Modifiers:** Single-use  $\times 3$ , spell-completion  $\times 1.5$

### CALL UNDEAD

Conjuration (Calling) [Negative Energy, Truename]

**Level:** 7 (Complex)

**Casting Time:** 10 minutes

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One undead creature whose

Challenge Rating is less than your level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

As *call outsider* except that you call an undead creature. Since most undead abandon their truenames (see *raise the dead*), you can use an Unbound undead's former truename to get this spell to work, although the undead is still not subject to other truename effects.

Called undead are always annoyed and hostile.

**Diminished Effects:** The undead's Challenge Rating can be only half your level.

**Heightened Effects:** There is no limit to the power of the undead you can call.

**Magic Item Creation Modifier:** Single-use  $\times 2$

### CANNY EFFORT

Transmutation

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** Until discharged (no more than 1 round/level) (D)

Your eyes flash with a tiny sparkle until the spell ends. The next time you make a skill check of any kind, you get to add a +2 competence bonus to the roll. Once used, the spell ends.

**Heightened Effects:** The bonus is +10.

**Magic Item Creation Modifier:** Constant N/A, single-use  $\times 2$

### CARNIVOROUS PLANT

#### DEFENSE

Transmutation [Plant]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One nonanimate plant

**Duration:** One minute/level (D)

**Saving Throw:** No

**Spell Resistance:** Yes

You transform an innocuous plant into an animate, carnivorous one that defends you. It wraps around you with leafy vines and grows one mouthlike structure for every three caster levels you have (maximum five).

When a foe attacks you in melee combat, the plant immediately retaliates with a bite that uses your base attack bonus (plus the plant's Strength bonus of +3) and inflicts 1d6+3 points of damage. The plant strikes only in retaliation, and does so automatically (you cannot command it to stop). Each mouthlike structure can strike only once per round. The plant does not make attacks of opportunity and cannot take special attack actions such as grapple or disarm. The plant has 10 hp + 1/caster level and shares your Armor Class and saving throws.

**Diminished Effects:** The spell forms only one mouthlike structure, with a maximum attack bonus of +10.

**Heightened Effects:** The mouths each inflict 2d6+6 points of damage.

**Magic Item Creation Modifier:**  
Constant ×3

### CAUSTIC BURST

Evocation [Acid]

**Level:** 7 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 25-foot-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You create a blast of acidic liquid that inflicts 1d6 points of damage per caster level (maximum 20d6). This acid is particularly damaging to metals, quickly making them weak and pitted. All unattended metallic items and metallic creatures (such as iron golems) suffer an additional +3d6 points of damage. All creatures that fail their saves with a metallic item in their possession must succeed at a second Reflex save or the item is destroyed. (Select a random item if there is more than one, although if the character is wearing metallic armor, it's always the armor.) Despite the creature description, this spell does affect iron golems.

**Diminished Effects:** The spell inflicts a maximum of 15d6 points of damage and has no special effects against metal.

**Heightened Effects:** The spell also proves very damaging to eyes. Creatures in the area who have eyes but fail their saving throws are made blind.

### CHAINS OF VENGEANCE

Evocation [Fire]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature, size Large or smaller

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

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

Chains of fire wrap around the target, rendering her helpless and dealing her

2d6 points of fire damage each round. The target may attempt to break free, requiring a Strength check (DC 25) or an Escape Artist check (DC 30). These attempts, however, automatically inflict an additional 2d6 points of fire damage upon her. Others may attempt to help (see the "aid another" rules in *Monte Cook's Arcana Unearthed*), or they can attempt to break her free on their own (Strength check, DC 25), but those who try suffer 1d6 points of fire damage.

**Diminished Effects:** The target's Strength check becomes DC 18 and the Escape Artist check DC 23. The flames inflict only 1d6 points of fire damage per round.

**Heightened Effects:** The spell can affect Huge creatures.

### CHARM

Enchantment (Charm) [Mind-Affecting]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature of the same type as the caster

**Duration:** 10 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell alters someone's mind temporarily to make you seem like a most charming being. You gain a +10 bonus to Charisma-related checks (including Intimidate) regarding that target only. This does not actually change your Charisma—you do not, for example, gain bonus spells if you are a mage blade.

The spell works against creatures of the same type as you. So if you are a litorian, the spell works against all humanoids. If you are a medusa, it works against all monstrous humanoids.

DMs should require charmed PCs to act accordingly.

**Diminished Effects:** The spell adds only a +4 bonus to Charisma-related checks and lasts only 1 round per level.

**Heightened Effects:** The spell affects any living creature.

**Magic Item Creation Modifiers:**  
Constant ×4, charged ×2

### CLAIRAUDIENCE/CLAIRVOYANCE

Divination [Psionic]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** See text

**Effect:** Magical sensor

**Duration:** One minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

*Clairaudience/clairvoyance* enables you to concentrate upon some locale and hear or see (your choice) almost as if you were there. Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one, such as the other side of a door you're looking at. The spell does not allow magically enhanced senses to work through it: If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Lead sheeting or magical protection blocks the spell, and you sense that the spell is so blocked. The spell creates an invisible sensor that can be dispelled. The spell functions only on the plane of existence you currently occupy.

Once the spell is cast, the sensor cannot move. Only you can see through the sensor (you see the images or hear the sounds in your mind).

**Diminished Effects:** Distance becomes a factor: You cannot see a location farther away than 10 feet per level.

**Heightened Effects:** The spell allows magically enhanced senses to work through it.

### CLOAK OF DARKNESS

Evocation [Darkness]

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

You create an area of magical darkness around you. All attacks against you have a 20 percent miss chance. Although you can see normally, you appear to be simply an ominous, cloak-shaped area of darkness, which grants you a +2 circumstance bonus to Intimidate checks (but the character you are trying to Intimidate cannot see you, which may negate other possible modifiers).

When in areas of shadow or darkness, or even a dimly lit area, you gain a +5 circumstance bonus to Sneak checks when opposing Spot checks but not Listen checks.

**Diminished Effects:** Duration becomes one minute per level, and the bonus to Sneak checks is only +2.

**Heightened Effects:** You can cloak all within 5 feet of you, as long as they remain that close.

**Magic Item Creation Modifier:** Single-use ×2

### COLD BLAST

Evocation [Cold]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Effect:** A ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You launch a blast of white energy from your eyes. You must make a ranged touch attack. The target suffers 1d4 points of damage + 1 point of temporary Strength damage + 1 point of Strength damage per five caster levels.

**Diminished Effects:** The subject suffers only 1d4 points of damage.

**Heightened Effects:** The subject is stunned for a round as well.

### COMA

Enchantment (Compulsion) [Mind-Affecting]

**Level:** 6 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One living creature

**Duration:** One hour/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You put a living creature into a coma. The subject falls prone immediately—alive, but unable to take actions.

**Diminished Effects:** The target is asleep and can be awakened by someone spending a full round doing nothing but shaking him vigorously.

**Heightened Effects:** The spell's duration becomes permanent.

### COMPELLING COMMAND

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You give a creature one of three commands, which it obeys to the best of its ability. The three possible commands are as follows:

- *Drop what you are holding:* The target drops whatever it is holding—even if it holds different objects in different hands—on its next action.
- *Fall to the ground:* The target falls prone on its next action and remains on the ground for 1 round.
- *Flee before me:* The target runs away from you as fast as possible for 1 round (the target won't run into obvious danger, like a pit or through an enemy's threatened area).

**Diminished Effects:** You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor.

**Heightened Effects:** The spell becomes entirely mental—no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor.

**Magic Item Creation Modifier:** Constant ×2

### COMPELLING QUESTION

(LESSER)

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You ask another creature one simple question that it can answer with a single word. On the target's next turn, as a free action, it answers you as truthfully as possible. The DM is free to assign modifiers to the saving throw based on how important the target considers the answer. Asking someone whether she is the king's murderer, for example, involves a closely guarded secret and may earn a trained assassin a +4 competence bonus to the save.

**Diminished Effects:** You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor.

**Heightened Effects:** The spell is entirely mental—no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor and is often called *lesser mind probe*.

**Magic Item Creation Modifiers:** Constant ×2

### COMPELLING QUESTION

(GREATER)

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*As compelling question*, except that the answer may require up to 25 words. Answering the question remains a free action, and the details of the answer still modify the saving throw.

**Diminished Effects:** You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor.

**Heightened Effects:** The spell is entirely mental—no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor and is often called *greater mind probe*.

**Magic Item Creation Modifier:** Constant ×2

**CONJURE ENERGY CREATURE I**

Conjuration (Creation) [See Text]

**Level:** 1 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One created creature**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

With a flash of power, this spell creates a monster out of pure energy. It appears where you designate and acts immediately, on your turn. If you do not give it a command, it attacks your opponents to the best of its ability. You can communicate with it and can direct it not to attack, to attack particular enemies, or to perform other actions. Conjured creatures act normally on the last round of the spell and disappear at the end of their turn.

You choose the creature's energy type (acid, cold, electricity, fire, or sonic). The spell takes on the descriptor of the energy type chosen. The monster, although energy, is nevertheless corporeal and solid. It uses the statistics of a monster of your choice from the list at right, except for the following:

- It is immune to damage of its energy type.
- If it has more than 3 Hit Dice, it has DR of 5/+1. If it has more than 10 Hit Dice, it has a DR of 10/+2.
- It has no Intelligence score or Constitution score. (If it has no opponents to attack and no commands to follow, it stands motionless.)
- It is a construct (immune to mind effects, poison, paralysis, stunning, disease, and necromantic effects). It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save. It is not subject to death by massive damage. It is destroyed (and disappears) when it reaches 0 hit points.
- It has darkvision with a range of 60 feet.
- It inflicts additional damage of its energy type equal to its Hit Dice (maximum +10) with each attack.

Choose the type of creature you want the spell to conjure from this list: dire rat, dog (animal), hawk (animal), or monkey (animal).

The creature is not real. It is a creation of magic.

**Diminished Effects:** You must concentrate on the creature's actions or it remains motionless.

**Heightened Effects:** The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

**CONJURE ENERGY****CREATURE II**

Conjuration (Creation) [See Text]

**Level:** 2 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One or more created creatures, no two of which can be more than 30 feet apart**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: eagle (animal), Medium shark (animal), octopus (animal), Tiny viper (animal), or wolf (animal).

Alternatively, you can create 1d3 creatures from the 1st-level list.

**Diminished Effects:** You must concentrate on the summoned creature's actions or it remains motionless.

**Heightened Effects:** The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

**CONJURE ENERGY****CREATURE III**

Conjuration (Creation) [See Text]

**Level:** 3 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One or more created creatures, no two of which can be more than 30 feet apart**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: black bear (animal), constrictor snake (animal), dire bat, crocodile (animal), giant lizard (animal), gorilla (animal), Large shark (animal), leopard (animal), or Small viper (animal).

Alternatively, you can create 1d3 creatures from the 2nd-level list.

**Diminished Effects:** You must concentrate on the summoned creature's actions or it remains motionless.

**Heightened Effects:** The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

**CONJURE ENERGY****CREATURE IV**

Conjuration (Creation) [See Text]

**Level:** 4 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)**Effect:** One or more created creatures, no two of which can be more than 30 feet apart**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: ankheg, dire ape, dire wolf, giant eagle, hell hound, lion (animal), or Medium viper (animal).

Alternatively, you can create 1d3 creatures from the 3rd-level list.

**Diminished Effects:** You must concentrate on the summoned creature's actions or it remains motionless.

**Heightened Effects:** The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

**CONJURE ENERGY CREATURE V**

Conjuration (Creation) [See Text]

**Level:** 5 (Complex)**Casting Time:** 1 full round**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One or more created creatures, no two of which can be more than 30 feet apart

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

**Saving Throw:** None

**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: brown bear (animal), dire lion, dire wolverine, giant constrictor snake (animal), giant crocodile (animal), girallon, griffon, Huge shark (animal), Large viper (animal), orca, whale (animal), pegasus, or tiger (animal).

Alternatively, you can create 1d3 creatures from the 4th-level list.

**Diminished Effects:** You must concentrate on the summoned creature's actions or it remains motionless.

**Heightened Effects:** The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

## CONJURE ENERGY

### CREATURE VI

Conjuration (Creation) [See Text]

**Level:** 6 (Complex)

**Casting Time:** 1 full round

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One or more created creatures, no two of which can be more than 30 feet apart

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

**Saving Throw:** None

**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: Huge viper (animal), manticore, megaraptor (dinosaur), six-headed hydra, or unicorn.

Alternatively, you can create 1d3 creatures from the 5th-level list.

**Diminished Effects:** You must concentrate on the summoned creature's actions or it remains motionless.

**Heightened Effects:** The summoned creature enjoys +1 hp per Hit Die, + a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

## CONJURE ENERGY

### CREATURE VII

Conjuration (Creation) [See Text]

**Level:** 7 (Complex)

**Casting Time:** 1 full round

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One or more created creatures, no two of which can be more than 30 feet apart

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

**Saving Throw:** None

**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: dire bear, eight-headed hydra, elephant (animal), giant octopus (animal), Huge monstrous spider (vermin), or triceratops (dinosaur).

Alternatively, you can create 1d3 creatures from the 6th-level list.

**Diminished Effects:** You must concentrate on the summoned creature's actions or it remains motionless.

**Heightened Effects:** The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

## CONJURE ENERGY

### CREATURE VIII

Conjuration (Creation) [See Text]

**Level:** 8 (Complex)

**Casting Time:** 1 full round

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One or more created creatures, no two of which can be more than 30 feet apart

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

**Saving Throw:** None

**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: dire tiger, giant squid (animal), Huge monstrous scorpion (vermin), roc, 10-headed hydra, or tyrannosaurus (dinosaur).

Alternatively, you can create 1d3 creatures from the 7th-level list.

**Diminished Effects:** You must concentrate on the summoned creature's actions or it remains motionless.

**Heightened Effects:** The summoned creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

**Magic Item Creation Modifier:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

## CONJURE ENERGY CREATURE IX

Conjuration (Creation) [See Text]

**Level:** 9 (Complex)

**Casting Time:** 1 full round

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One or more created creatures, no two of which can be more than 30 feet apart

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

**Saving Throw:** None

**Spell Resistance:** No

As *conjure energy creature I*, except you may pick from this list of creatures: frost worm, Gargantuan monstrous spider, kraken, lammasu, stone golem, or 12-headed hydra.

Alternatively, you can create 1d3 creatures from the 8th-level list.

**Diminished Effects:** You must concentrate on the summoned creature's actions or it remains motionless.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

## CONJURE REPAST

Conjuration (Creation)

**Level:** 3 (Simple)

**Casting Time:** 10 minutes

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** Food and water to sustain three humans or one horse/level for one day

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell creates simple fare of your choice. The food decays at a normal rate. The water this spell creates is just like clean rainwater. The water doesn't go bad as the food does.

**Diminished Effects:** The spell creates enough food for only one human.

**Heightened Effects:** The spell creates a sumptuous, delicious feast for up to 10 humans or three horses per level.

**CONSUME SOUL**

Necromancy [Negative Energy, Truename]

**Level:** 9 (Exotic)**Casting Time:** 3 rounds**Range:** Medium (100 feet + 10 feet/level)**Target:** One unconscious creature**Duration:** Instantaneous (see below)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You consume the soul of a creature who is unconscious (not just asleep) but still alive. This spell slays the creature. As a part of this spell, you must physically remove a meaningful portion of the creature from its body—the head, the brain, the heart, the eye—and store it in a crystal container worth at least 1,000 gp. The body part and container are set into stasis; they cannot be harmed and do not age. The target creature cannot be raised from the dead or revived except by someone who possesses the body part. The creature cannot become undead.

For as long as the body part and the container remain in your possession, you can draw upon the power of the consumed soul. This grants you a +2 luck bonus to all the attack rolls, saving throws, and checks you make.

You can cast this spell on a trapped soul (see *trap soul*) and gain the luck bonus benefit.

**Diminished Effects:** The target must be actually dying, and you gain a +1 bonus.

**Magic Item Creation Modifiers:** Single-use  $\times 3$ , spell-completion  $\times 1.5$ , constant  $\times 1.5$

**CONTACT**

Divination [Mind-Affecting, Psionic]

**Level:** 0 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

Using this minor spell allows you to send a mental message, up to one word per caster level, to a creature you touch. You do not get a message back, but you do get an idea of the subject's emotional state. *Contact* does not reveal magical charms or compulsions on the subject.

**Heightened Effects:** The subject can send a mental message back, up to one word per caster level.

**Magic Item Creation Modifier:**

Constant  $\times 2$ **CONTROL TEMPERATURE**

Transmutation [Air, Cold, Fire]

**Level:** 2 (Simple)**Casting Time:** Standard action**Range:** 0 feet**Area:** 50-foot radius centered on you**Duration:** One hour/level (D)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You can raise or lower the temperature in the area around you by 10 degrees F per caster level, to a maximum of 110 degrees F and a minimum of 0 degrees. Temperatures already above or below this range cannot be affected. When the temperature begins to change, it does so in 10-degree increments per round, until it reaches the desired temperature. You can readjust the temperature as many times as you want while the duration lasts.

**Diminished Effects:** The temperature rises or falls up to 20 degrees maximum.

**Heightened Effects:** The caster can affect temperatures above or below the range of 0 to 110 degrees F, but still cannot take a temperature within the range and raise or lower it out of that range.

**CONTROL UNDEAD**

Necromancy

**Level:** 5 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Target:** One undead creature**Duration:** 1 round/level (or 10 minutes/level, see text)**Saving Throw:** Will negates**Spell Resistance:** Yes

You control the actions of an undead creature. If you share a common language, you can force the undead to perform as you desire, within the limits of your abilities. If you share no common language, you can communicate only basic commands, such as, "Come here," "Go there," "Fight," and "Stand still." You gain no special knowledge of what the undead is experiencing, nor do you receive direct sensory input from it.



You need to see the undead to control it; if either of you move out of range, the control breaks.

A *magic circle* or a similar spell can prevent you from exercising control while the subject is so warded, but it does not prevent the establishment of control nor does it dispel it.

If the subject of this spell is an undead creature that you animated, roused, or otherwise created, the duration becomes 10 minutes per level rather than 1 round per level.

**Diminished Effects:** The spell's range becomes Touch. The undead obeys only basic commands (as described above), regardless of language. The undead must have fewer Hit Dice than the caster.

**Heightened Effects:** The caster need not be within sight of the undead and intuitively knows what the undead is experiencing. Once control is established, the caster need not remain within range.

### CONTROL WEATHER

Transmutation [Air]

**Level:** 7 (Complex)

**Casting Time:** 10 minutes (see text)

**Range:** Two miles

**Area:** Two-mile-radius circle, centered on the caster (see text)

**Duration:** 4d12 hours (see text)

**Saving Throw:** None

**Spell Resistance:** No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The DM determines the current, natural weather conditions. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

You control the weather's general tendencies, such as the direction and intensity of the wind. You cannot control specific applications of the weather. When you

select a certain condition to occur, the weather assumes that condition 10 minutes later (changing gradually). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

*Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Greenbonds casting this spell double the duration and affect a circle with a three-mile radius.

**Diminished Effects:** The spell's area becomes a 100-foot-radius circle, centered on the caster.

**Heightened Effects:** The spell's area becomes a 10-mile-radius circle, centered on the caster.

**Magic Item Creation Modifier:** Single-use×2

### CREATION (LESSER)

Conjuration (Creation)

**Level:** 3 (Simple)

**Casting Time:** One minute

**Range:** 0 feet

**Effect:** Unattended, nonmagical object of nonliving plant matter, up to 1 cubic foot/level

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** No

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed at an appropriate Craft skill check to make a complex item, such as a longbow, which is made out of different materials.

Attempting to use any *created* object as a material component causes the spell to fail.

**Diminished Effects:** The duration lasts only one minute per level.

**Heightened Effects:** The object need not be of vegetable matter, but can be of any nonmagical matter. However, the item's value cannot exceed more than 5 gp per caster level.

### CREATION (GREATER)

Conjuration (Creation)

**Level:** 5 (Simple)

**Casting Time:** One minute

**Range:** 0 feet

**Effect:** Unattended, nonmagical object of nonliving matter, up to 1 cubic foot/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You create a permanent, nonmagical, unattended object of nonliving matter. The volume of the item created cannot exceed 1 cubic foot per caster level, and its overall value cannot exceed more than 50 gp per caster level. You must succeed at an appropriate Craft skill check to make a complex item, such as a crossbow or an hourglass.

Attempting to use any *created* object as a material component causes the spell to fail.

**Diminished Effects:** The item's value cannot exceed more than 5 gp per caster level.

**Heightened Effects:** The spell can create multiple items, up to one per caster level, each no larger than 1 cubic foot per caster level and each worth no more than 10 gp per caster level.

### CREATURE LORESIGHT

Divination [Psionic]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One living creature or corpse

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You learn something significant about a creature (living or dead) that you touch. Go through this list, in order—the first bit of lore you do not know, you learn through this spell:

1. Creature's race or type
2. Creature's name (if none, then skip)
3. Creature's class (if none, then skip)
4. How the creature died (if not applicable, skip)
5. Creature's most recent, basic goal (obtain food, carry out the orders of its superior, get some sleep, etc.)
6. Creature's attitude toward you
7. Creature that this creature interacted with most recently (other than you)



8. Creature's most valuable possession, if any
9. Location of the creature's home or lair, if any
10. Creature's current thoughts

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

**Diminished Effects:** N/A

**Heightened Effects:** Spell gains a range of Close (50 feet + 5 feet/two levels).

### CURSE OF THE CHAOTIC MIND

Transmutation (Creation) [Curse, Truename]

**Level:** 7 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Similar to *enfeebled mind*, this curse randomly lowers one mental ability score (Intelligence, Wisdom, or Charisma) for an hour; afterward, it restores the score and lowers a different one to 1. This cycle continues until the curse is removed (the *remove curse* spell does not repair the damage to the ability score currently at 1, however—this temporary damage heals normally).

**Diminished Effects:** The target suffers 1 point of permanent Intelligence, Wisdom, and Charisma drain. These cannot be restored by *restoration* until *remove curse* is first cast.

**Heightened Effects:** Intelligence, Wisdom, and Charisma all drop to 1. These cannot be restored by *restoration* or healed normally until *remove curse* is first cast.

### CURSE OF LANGUISHING

#### DEATH

Transmutation (Creation) [Curse, Negative Energy, Truename]

**Level:** 8 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

The target visibly shrivels as you shake your fist. The cursed target suffers 1d6 points of temporary Constitution damage and continues to suffer a like amount each day thereafter. The damage heals normally, but the continuing effect can be ended only by a *remove curse* (although the *remove curse* spell does not repair the damage). Even those who make the saving throw suffer 1 point of temporary Constitution damage.

**Diminished Effects:** The target suffers 1d3 points of temporary Constitution damage and 1d2 points each day thereafter.

**Heightened Effects:** The target initially suffers 1d6 points of temporary Constitution damage and 1d6 points of permanent Constitution drain (1d6 points of temporary Constitution damage each day thereafter). Those who succeed at the saving throw suffer 1d6 points of temporary Constitution damage.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

### CURSE OF VENGEANCE

Evocation [Curse, Truename]

**Level:** 4 (Simple)

**Casting Time:** 1 full round

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You utter the truename of a chosen foe, and that foe is followed forevermore by bad luck and misery. The target suffers a  $-2$  morale penalty on attack rolls, saving throws, and checks. Further, once per day, at a random time the DM chooses, the target suffers a  $-10$  additional circumstance penalty on one important attack roll, saving throw, or check.

Because this is a curse, it cannot be dispelled. *Remove curse* is the only means to remedy it.

**Diminished Effects:** The target does not suffer the random  $-10$  penalty.

**Heightened Effects:** The target suffers a  $-4$  morale penalty on attack rolls, saving throws, and checks, and the random penalty becomes  $-20$ .

### CURSED LOCALE

Evocation [Curse]

**Level:** 6 (Simple)

**Casting Time:** One minute

**Range:** Long (400 feet + 40 feet/level)

**Area:** Ten 10-foot cubes/level

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

You curse an area so that all attack rolls, saving throws, and checks made in the area suffer a  $-2$  morale penalty. You are not subject to the curse, but everyone and anyone else is. Anyone with a Wisdom of 13 or higher can feel a cold chill or a feeling of "wrongness" in the area, although not with enough precision to determine the exact nature or boundaries of the area.

Because this is a curse, it cannot be dispelled. *Remove curse* is the only means to remedy it.

**Diminished Effects:** The morale penalty becomes  $-1$ .

**Heightened Effects:** The area doubles, and the morale penalty becomes  $-3$ .

### DARKVISION

Transmutation

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only, but otherwise like normal sight.

Darkvision does not grant one the ability to see in magical darkness. The subject's eyes become all white for the duration.

**Diminished Effects:** Subject gains low-light vision.

**Heightened Effects:** Subject can see 5 feet in magical darkness in addition to normal effects.

**DAZZLESHERE**

Evocation [Light]

**Level:** 2 (Exotic)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Area:** 10-foot-radius burst**Duration:** 1d4 rounds**Saving Throw:** Will negates**Spell Resistance:** Yes

With a blast of multicolored lights and sparkling motes, you daze everyone in the radius. Dazed characters can take no actions but are not stunned.

**Diminished Effects:** Subjects must have fewer Hit Dice than the caster to be affected.

**Heightened Effects:** Subjects are stunned rather than dazed.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

**DEFENSIVE FIELD**

Abjuration

**Level:** 5 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level (D)

You create around a subject a bright yellow energy field that can sustain 5 points of damage per caster level. Subtract all incoming damage (hit point damage—normal or subdual—but not ability score damage)

from the field before any of it reaches the target; as long as the field has any hit points left, it absorbs the entire attack.

Thus, if a 9th-level caster casts *defensive field* upon a subject, the field has 45 hp. If someone strikes the subject with a sword for 13 points of damage, the field has 32 hp left. If the subject then falls into a pit and suffers 20 points of damage, he takes no damage himself and the field retains 10 hp. If the unlucky subject then finds himself in the area of a *sorcerous blast* which inflicts 24 points of damage, the field is destroyed, but he emerges unscathed. The field also blocks any effect accompanying an attack that requires damage to be inflicted, such as a poisonous bite or the effects of an *axe of wounding*.

Damage from artifacts, spells of 7th level or above, and +5 weapons bypass the field. The field does not protect against nondamaging attacks like *wind churn*, gaze attacks, or *disintegration* (although it would absorb the damage inflicted by a *disintegration* spell if the subject's save succeeds).

**Diminished Effects:** The field sustains only 3 hit points per caster level.

**Heightened Effects:** The field regenerates 1 hit point per round.

**Magic Item Creation Modifiers:** Constant N/A, single-use  $\times 2$

**DESTRUCTIVE GRIP**

Evocation [Acid]

**Level:** 2 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature or object touched**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

Your hand oozes a powerful acid. Your touch inflicts 1d6 points of acid damage. Since the duration is 1 round/level, you can make multiple touch attacks with this spell. If you are grappling, your foe automatically takes 1d6 points of acid damage per round, regardless of what actions you take.

**Diminished Effects:** The spell inflicts 1d6 points of acid damage + 1 point/caster level, but it only works on a single touch.

**Heightened Effects:** The spell inflicts 2d6 points of damage per touch.

**DETECT CREATURE**

Divination

**Level:** 0 (Complex)**Casting Time:** Standard action**Range:** 60 feet

**Area:** Quarter circle emanating from you to the extreme of the range

**Duration:** Concentration, up to one minute/level (D)



**Saving Throw:** None

**Spell Resistance:** No

You can detect the aura that surrounds a given type of creature. You must specify the type of creature being sought (humanoids, dragons, giants, beasts, and so on) when you cast the spell. Once chosen, you cannot change the type unless you cast the spell again. You cannot choose a specific creature (you can select humanoids, but not Grak the goblin). The amount of information the spell reveals depends on how long you study a particular area or subject:

*1st Round:* Presence or absence of the specified creature.

*2nd Round:* Number of specified creatures in the area and the strength of the strongest one present.

*3rd Round:* The strength and location of each creature. If a creature is outside your line of sight, you discern its direction but not its exact location.

*Aura Strength:* The creature's Hit Dice determine the strength of its aura.

Strength	Hit Dice
Dim	0 (lingering aura)
Faint	1 or less
Moderate	2–4
Strong	5–10
Overwhelming	11+

*Length Aura Lingers:* How long the aura lingers depends on its original strength:

Strength	Duration
Faint	1d6 minutes
Moderate	1d6 × 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round you can detect 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.

**Heightened Effects:** All information comes in the first round.

**Magic Item Creation Modifier:** Single-use ×2

## DETECT DISEASE

Divination

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target or Area:** One creature, one object, or a 5-foot cube

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You can determine whether a creature, object, or area is diseased or carries a disease. You can tell the exact type of disease with a successful Wisdom check (DC 20). If you have the Heal skill, you may try a Heal check (DC 20) if the Wisdom check fails, or you may try the Heal check prior to the Wisdom check.

*Detect disease* 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.

**Heightened Effects:** N/A

**Magic Item Creation Modifier:** Single-use ×2

## DETECT MAGIC

Universal

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** 60 feet

**Area:** Quarter circle emanating from you to the extreme of the range

**Duration:** Concentration, up to one minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect magical auras. The amount of information the spell reveals depends on how long you study a particular area or subject:

*1st Round:* Presence or absence of magical auras.

*2nd Round:* Number of different magical auras and the strength of the strongest one.

*3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura, DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

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

*Aura Strength:* An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

	Functioning	Item
Strength	Spell Level	Caster Level
Dim	0-level or lingering aura	Lingering aura
Faint	1st–3rd	1st–5th
Moderate	4th–6th	6th–11th
Strong	7th–9th	12th–20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

*Length Aura Lingers:* How long the aura lingers depends on its original strength:

Strength	Duration
Faint	1d6 minutes
Moderate	1d6 × 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

*Note:* Each round, you can turn to *detect magic* 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. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers.

**Heightened Effects:** All information comes in the first round.

**Magic Item Creation Modifier:** Constant ×2, single-use ×2

## DETECT POISON

Divination

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target or Area:** One creature, one object, or a 5-foot cube

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You can determine whether a creature, object, or area has been poisoned or is poisonous. With a successful Wisdom check (DC 20), you can determine the exact type of poison. If you have the Alchemy skill, you may try an Alchemy check (DC 20) if the Wisdom check fails, or you may try the Alchemy check prior to the Wisdom check.

This spell penetrates 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.

**Heightened Effects:** N/A

**Magic Item Creation Modifier:** Single-use  $\times 2$

### DETECT SCRYING

Divination

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** 120 feet

**Area:** 120-foot-radius emanation centered on you

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

You immediately become aware of any attempt to observe you by means of *scrying* or *clairaudience/clairvoyance*. The effect radiates from you and moves as you move. The spell also reveals the use of *crystal balls* or other magic scrying devices. You know the location of every magical sensor within the area.

If the scrying attempt originates within the area, you also know its location. If the attempt originates outside this range, you and the scrier immediately make opposed caster power checks. If you at least match the scrier's result, you get a visual image of the scrier and a sense of her direction and distance from you (accurate to within one-tenth the distance).

**Diminished Effects:** The caster cannot get the location nor the scrier's visual image.

**Heightened Effects:** The caster learns the scrier's identity and location automatically (and can make a check to get a visual image).

**Magic Item Creation Modifier:** Single-use  $\times 2$

### DETECT SECRET DOORS

Divination

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** 60 feet

**Area:** Quarter circle emanating from you to the extreme of the range

**Duration:** Concentration, up to one minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect secret doors, compartments, caches, and so forth. This spell dis-

cerns only passages, doors, or openings that have been specifically constructed to escape detection. The amount of information *detect secret doors* reveals depends on how long you study a particular area:

**1st Round:** Presence or absence of secret doors.

**2nd Round:** Number of secret doors and the location of each one. If an aura is outside your line of sight, you discern its direction but not its exact location.

**Each Additional Round:** The mechanism or trigger for one particular secret portal that you closely examine.

**Note:** Each round, you can turn to *detect secret doors* 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.

**Diminished Effects:** N/A

**Heightened Effects:** All information comes in the first round.

**Magic Item Creation Modifier:**

Constant  $\times 2$ , single-use  $\times 2$

### DIMENSIONAL DOOR

Transmutation [Teleportation]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Long (400 feet + 40 feet/level)

**Target:** The caster and touched objects or touched willing creatures weighing up to 50 lbs./level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The subjects instantly transfer 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, subjects can't take any other actions until their next turn.

If the subjects arrive in a place already occupied by a solid body, they become trapped in the invisible and intangible magical conduits that permit such travel. Each round the subjects remain trapped in this way, you must make a caster power check (DC 25) to escape 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, make a caster power check (DC 25) each minute to

appear in a free space within 1,000 feet. If there's no free space within 1,000 feet, the subjects are stuck until rescued.

**Diminished Effects:** Range becomes Close (25 feet + 5 feet/two levels), and the destination must be within sight of the caster when the spell is cast.

**Heightened Effects:** Range and weight limit double.

### DIRECTED CHARM

Enchantment (Charm) [Mind-Affecting]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature of the same type as you

**Duration:** One minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell alters someone's mind temporarily to make a single creature you choose seem like a most charming being. You cannot choose yourself—you must direct the target's attraction to someone else. The creature you choose gains a +10 bonus to Charisma-related checks regarding the spell's target. This effect does not actually change the creature's Charisma, however.

The spell works against creatures of the same type as you. So if you are a litorian, the spell works against all humanoids. If you are a medusa, it works against all monstrous humanoids.

**Diminished Effects:** The spell adds only an effective +4 bonus.

**Heightened Effects:** The spell affects any living creature.

**Magic Item Creation Modifier:**

Constant  $\times 2$

### DISCORPORATE

Transmutation

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** A ray

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

**Saving Throw:** Fortitude negates (see text)

**Spell Resistance:** Yes

A thin, red ray springs from your pointing finger, causing the creature or object it strikes to glow and slowly disassemble.

Discorporating inflicts 1d10 points of damage per round as particles that comprise the target fall away. You must make a successful ranged touch attack to hit. The ray does not affect magical energy such as an *eldritch wall*. Damage inflicted upon an object ignores hardness. A creature or object that makes a successful Fortitude save takes no damage, but a new save is required each round. The spell can affect only the first creature or object struck (that is, the ray affects only one target per casting).

**Diminished Effects:** The ray inflicts 1d6 points of damage per round.

**Heightened Effects:** The range becomes Close (25 feet + 5 feet/two levels), and the area becomes a cone. No ranged touch attack is needed to hit, but all in the area initially get Reflex saving throws to avoid the spell's effects altogether; Fortitude saves are then required each round to negate that round's damage (as described above).

## DISINTEGRATION

Transmutation

**Level:** 7 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** A ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

A thin, midnight blue ray springs from your pointing finger, causing the matter it strikes to glow and vanish, leaving behind only a trace of fine dust. You must make a successful ranged touch attack to hit. If the target is a creature, the creature suffers 100 points of damage and 1d3 points of temporary Strength, Constitution, and Dexterity damage as portions of its physical form are disintegrated.

The spell affects up to a 10-foot cube of nonliving matter (no matter what type), so it disintegrates only part of any very large object or structure targeted. The ray affects even magical matter or energy of a magical nature. A creature or object making a successful Fortitude save suffers only partial effects: It takes 5d6 points of damage instead of disintegrating. *Disintegration* affects only the first creature or object struck (that is, the ray affects only one target per casting).

**Diminished Effects:** The ray inflicts 75 points of damage if the creature or object fails the saving throw, and 4d6 points if it succeeds.

**Heightened Effects:** The caster can opt to fill an empty 10-foot cube within range with disintegrating energy that lasts for 1 round per level. Anyone or anything entering this area becomes affected as if struck by the *disintegration* ray.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

## DISORIENT

Transformation

**Level:** 0 (Complex)

**Casting Time:** One action

**Range:** Touch

**Target:** Creature touched

**Duration:** Until the creature's next turn

**Saving Throw:** Will negates

**Spell Resistance:** Yes

A creature you touch with your blue-glowing hand becomes disoriented. The target immediately rerolls its initiative. Until its next action, it is considered flat footed.

**Heightened Effects:** The target also suffers a  $-1$  circumstance penalty to attack rolls, saving throws, and checks for 1d4 rounds.

## DISPEL MAGIC

Abjuration

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target or Area:** One spellcaster, creature, or object; or 30-foot-radius burst

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, 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*. This spell can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. *Dispel magic* affects spell-like effects just as it affects spells.

*Note:* The effects of spells with instantaneous durations can't be dispelled, because the magical effect has already ended before the *dispel magic* can take effect.

You must choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

**Targeted Dispel:** One object, creature, or spell is the target of the spell. Make a caster power check against the target spell or against each ongoing spell currently in effect on the target object or creature (DC 15 + the spell's caster level).

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *conjure energy creature*), an opposed caster power check ends the spell that conjured the object or creature.

If the object you target is a magic item, make a caster power check (DC 15 + the item's caster level). If you succeed, you suppress all the item's magical properties for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface is temporarily closed. Remember that a magic item's physical properties go unchanged. Artifacts and creatures of demigod or higher status remain unaffected by mortal magic such as this.

You automatically succeed at the dispel check against any spell that you cast.

**Area Dispel:** The spell affects everything within a 30-foot radius.

For each creature in the area that is the target of one or more spells, make a caster power check against the spell with the highest caster level (DC 15 + the spell's caster level). If that fails, make checks against progressively weaker spells until you dispel one spell (which discharges the dispel so far as that target is concerned) or fail all your checks for that creature. The creature's magic items are not affected.

For each object that is the target of one or more spells, make caster power checks as with creatures. Magic items go unaffected by area dispels.

You may make a caster power check to dispel each ongoing area or effect spell centered within *dispel magic's* area. For each ongoing spell whose area overlaps that of the area dispel, make a caster power check to end the effect, but only within the area of *dispel magic*.

If you target an area containing an object or creature that is the effect of an ongoing spell (such as a monster summoned by *conjure energy creature*), make a caster power check to end the spell that conjured the object or creature (returning it whence it came), in addition to attempting to dispel spells targeting that creature or object.

You may choose to succeed automatically at dispel checks against any spell that you cast.

**Counterspell:** The spell targets a spellcaster and is cast as a counterspell. (Refer to the Brandish Magical Might feat.) You must make an opposed caster power check to counter the other spellcaster's spell.

This spell cannot dispel curses.

**Diminished Effects:** Range becomes Touch, and only targeted dispels are possible. You make caster power checks at a  $-5$  penalty.

**Heightened Effects:** When casting an area dispel, you can specifically state spell effects that you do not want to dispel. You must be aware of the effects to choose this option.

## DISTRACTION

Illusion (Phantasm) [Mind-Affecting, Psionic]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** 1 round/level (see text)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You create a mental image in someone's mind of something the target will find distracting—because it is either annoying, alluring, or frightening. The target, not the caster, decides what form the phantasm takes. A failed save means the target takes no effective action for 1 round other than to defend herself. Instead, she interacts with the image in her mind—swatting at an imaginary fly, dodging an imaginary attack, staring in surprise at an imaginary loved one, and so on. A new saving throw is allowed each round, and once the target makes a successful save, the spell ends.

**Diminished Effects:** The spell lasts 1 round.

**Heightened Effects:** Once the target fails the first save, she cannot act effectively for the duration.

## DOMINATE (LESSER)

Enchantment (Compulsion) [Mind-Affecting, Psionic, Truename]

**Level:** 5 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One humanoid of Medium or smaller size

**Duration:** One hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can control the actions of any humanoid of Medium or smaller size whose truename you know. (If you are not a humanoid, you can also dominate creatures of your type.) You establish a telepathic link with the subject's mind. If you share a common language, you generally can force the subject to perform as you desire, within the limits of his abilities. Without a common language, you can communicate only basic commands, such as, "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing but receive no direct sensory input from him.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously subjects do not carry out self-destructive orders. Once control is established, you can exercise it at any range, as long as you and the subject are on the same plane. You need not see the subject to control him.

*Magic circle* or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not stop you from establishing *lesser dominate*, and it does not dispel it.

**Diminished Effects:** Range becomes Touch and duration is one minute per level.

**Heightened Effects:** The spell affects up to Medium creatures with fewer Hit Dice than the caster, and lasts one day per level.

## DOMINATE (GREATER)

Enchantment (Compulsion) [Mind-Affecting, Psionic, Truename]

**Level:** 8 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One living creature with fewer Hit Dice than you

**Duration:** One day/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

As *lesser dominate*, but you can control the actions of any living creature with fewer Hit Dice than you.

**Diminished Effects:** Range becomes Touch and duration becomes one hour per level.

**Heightened Effects:** The spell can affect any creature, regardless of Hit Dice.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

## DOOR WARNING

Divination

**Level:** 0 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Area:** One door, no larger than 10 feet by 10 feet by 2 feet

**Duration:** Until triggered (D)

**Saving Throw:** None

**Spell Resistance:** No

You cast this spell on a door. The next time that door is opened, you become aware of it, and you know the name of the one who opened it. If a creature without a name opened the door—or a natural force, like the wind—you learn the kind of creature or force it is. Once the door opens, the spell ends. You may have only one such spell active at any given time.

**Heightened Effects:** N/A

## DRAGONFORM

Transmutation

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One mojh

**Duration:** 10 minutes/level

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

**Spell Resistance:** Yes (harmless)

This exotic spell is usually only known to mojh, as it only works on members of their race. It magically furthers their transformation toward the draconic ideal—they become larger and more muscular (although they do not change size) and look more like dragons. They gain a +4 enhancement bonus to Strength, a +2 bonus to Constitution, and enjoy a +2 increase to their natural armor bonus. Once during the

duration they can breathe a 50-foot cone of flame that inflicts 6d6 points of damage (Reflex save halves, use DC of spell).

**Diminished Effects:** The enhancement bonus to Strength is +2, and there is no modification to Constitution.

**Heightened Effects:** The subject also gains dragonlike wings that allow it to fly at twice its normal speed with average maneuverability.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

### DRAIN AWAY SPEED (LESSER)

Transmutation

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One humanoid of Medium or smaller size

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

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell surrounds the target in a brief nimbus of blurred, swirling shapes, and then reduces his speed by 30 feet. If a target's speed falls to 0 or below, he is rooted to the spot and cannot take move actions. Actions that do not involve moving from the rooted spot, such as making melee attacks at nearby foes, casting spells, using ranged weapons, and so on, are not hampered.

Gravity continues to affect flying creatures in the air, but since they are not motionless, they can make a controlled (nondamaging) fall straight down.

**Diminished Effects:** Speed is reduced by 10 feet.

**Heightened Effects:** A subject whose speed falls to 0 or below becomes truly motionless. He cannot take actions and is helpless.

### DRAIN AWAY SPEED (GREATER)

Transmutation

**Level:** 5 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One living creature

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

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

As *lesser drain away speed*, except the spell affects any creature and reduces speed by 40 feet.

**Diminished Effects:** Speed is reduced by 20 feet.

**Heightened Effects:** A subject whose speed falls to 0 or below becomes truly motionless. He cannot take actions and is helpless.

### DUPLICATE

Necromancy

**Level:** 9 (Complex)

**Casting Time:** 1 full round

**Range:** Personal

**Target:** You

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

You create a temporary duplicate of yourself and your gear. You control the duplicate as surely as you control yourself, for you and it are one person: one mind with two bodies. Both you and the duplicate can do anything that you can do, but independently. For example, if you are an 18th-level witch, so is the duplicate—you can both cast spells, use witchery powers, walk across the room, use items, and so on. In any given round of the duration, you can both take independent actions, so the duplicate can cast a spell and you can use a wand. You and the duplicate do not need to stay close to each other. If you create a duplicate, you can have it step through a door to explore what lies beyond, while the “real you” stays safe on this side. You share the same thoughts—your thoughts are the duplicate's.

The duplicate is an exact replica of you as you are at the moment you cast the spell. If you are down 11 hit points and 1 point of Constitution, so is the duplicate. If you are diseased, so is the duplicate. The duplicate carries no lingering spell effects (neither beneficial ones, such as *agility boost*, nor harmful ones, such as *slow*), even if you do when you cast the spell. After the duplicate is created, you can cast spell effects on it (or the duplicate can cast them), but even then, spell effects are not necessarily shared by both of you. The spell cannot be commanded to hurt you any easier than you could be commanded to harm yourself.

Spells cast by either the duplicate or you come from your spell total. For example, say you are a mage blade and have one 3rd-level spell slot left. When the duplicate casts a 3rd-level spell, that slot is no longer available to

you. Charged items (or items or abilities with a number of available uses per day) that you or the duplicate use count against the total number of daily charges or uses.

If the duplicate dies, the spell duration ends. If you die, the duplicate becomes the permanent version of you, its gear becomes the “real gear,” and your gear disappears. You suffer an immediate loss of  $2d4 \times 1,000$  XP as you transition your soul into the new form. The duplicate is now you (and can cast *duplicate* again).

You cannot have more than one duplicate at a time (and a duplicate cannot have a duplicate). This spell cannot be made permanent, other than by the death of the caster, as mentioned above.

**Diminished Effects:** The link is imperfect. The duplicate acts with a  $-4$  competence penalty to all attacks, saving throws, and checks.

**Magic Item Creation Modifiers:** Single-use  $\times 4$ , spell completion  $\times 2$

### EARTH BURST

Transmutation [Earth]

**Level:** 2 (Complex)

**Casting Time:** 1 full round

**Range:** Touch

**Area:** 20-foot burst around a stone the caster touches

**Duration:** 1 round/level or until discharged

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You transform a rock weighing between 1 and 5 lbs. into a dangerous weapon. Upon command, or when the spell's duration ends, the stone bursts, spraying small bits of rock in a 20-foot radius. Anyone in the radius takes 1d6 points of damage per caster level (5d6 maximum). Once you've cast the spell, you can throw the rock, drop it, place it where you wish and run, load it into a catapult, and so on. The stone is too large to throw with a Medium or smaller sling.

**Diminished Effects:** The burst inflicts 1d4 points of damage per two caster levels (5d4 maximum).

**Heightened Effects:** The burst also creates a thunderous noise, deafening anyone in the area who fails the save. The spell takes on the sonic descriptor.

**ELDRITCH ARMOR**

Conjuration (Creation) [Force]

**Level:** 1 (Exotic)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** One hour/level (D)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

An invisible but tangible field of force surrounds the subject of *eldritch armor*, providing a +4 armor bonus to Armor Class. Unlike mundane armor, *eldritch armor* entails no armor check penalty, spell failure chance, or speed reduction. Since *eldritch armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

**Diminished Effects:** The armor bonus is +1, and the spell lasts only 1 round per level.

**Heightened Effects:** The armor bonus becomes +5.

**Magic Item Creation Modifiers:**

Constant N/A, charged  $\times 2$ , single-use  $\times 1.5$

**ELDRITCH WALL (LESSER)**

Evocation [Force]

**Level:** 3 (Complex)**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** A wall whose area measures up to one 10-foot square/level

**Duration:** One minute/level (D)**Saving Throw:** None**Spell Resistance:** No

You create an invisible wall of magical force. The wall cannot move. It has no hardness but can absorb up to 10 points of damage per caster level before being destroyed. *Disintegration* immediately destroys it. Spells and breath weapons cannot pass through the wall in either direction, although teleportation spells and effects can bypass the barrier. It blocks incorporeal creatures as well as material creatures (though incorporeal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through the wall.

The *eldritch wall* must be continuous and unbroken when formed. If any object or creature breaks its surface, the spell fails.

**Diminished Effects:** The wall lasts only 1 round per level and absorbs only 5 hit points per caster level before it is destroyed.

**Heightened Effects:** The wall inflicts 1d6 points of electrical damage to anyone that touches it (giving it the electricity descriptor as well).

**ELDRITCH WALL (GREATER)**

Evocation [Force]

**Level:** 5 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** Wall whose area measures up to one 10-foot square/level or a sphere or hemisphere with a radius of up to 1 foot/level

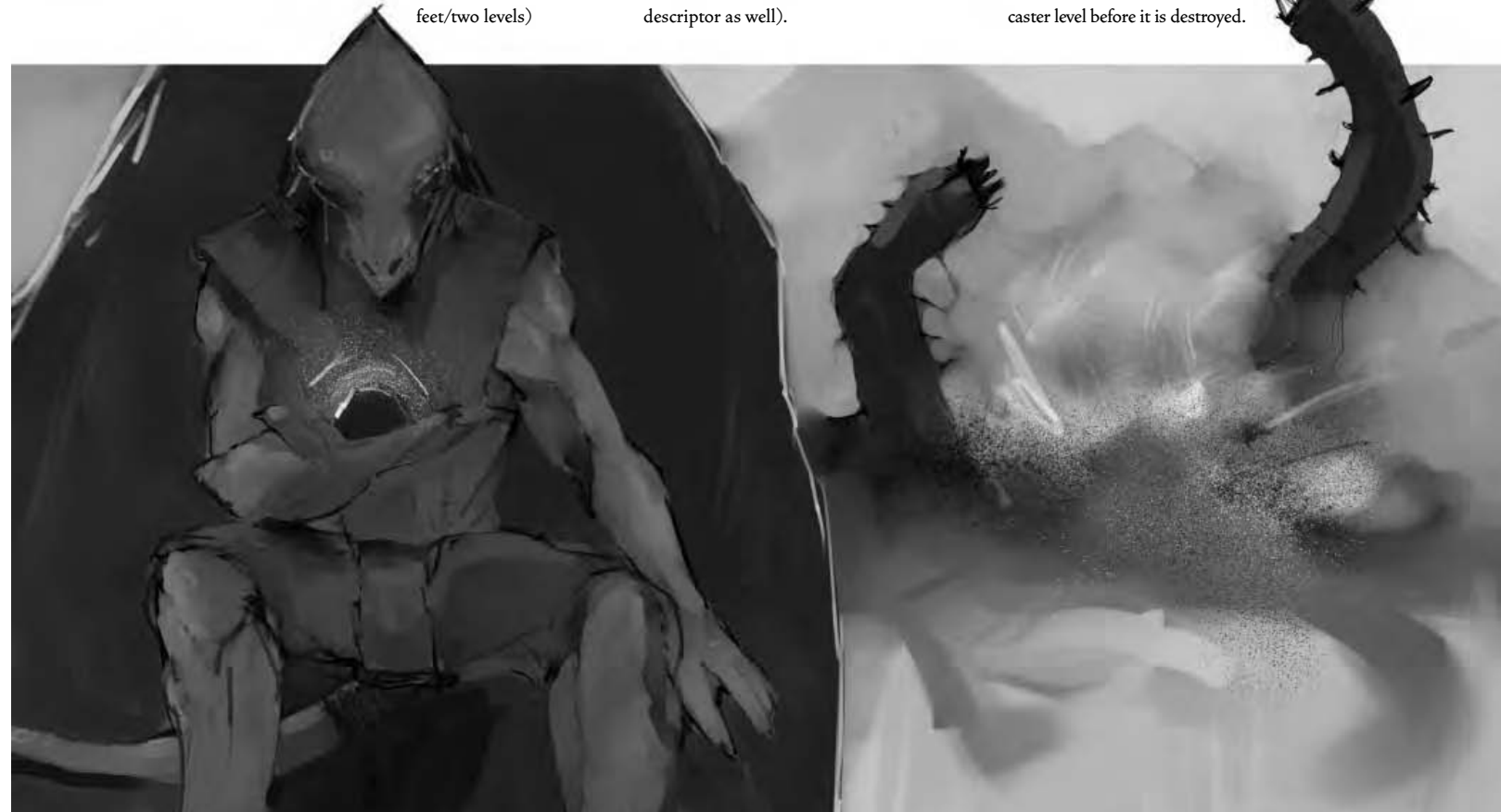
**Duration:** One minute/level (D)**Saving Throw:** Reflex negates (see text)**Spell Resistance:** No

As *lesser eldritch wall* except for the wall's size and the fact that it can absorb up to 100 points of damage per caster level before being destroyed. *Disintegration* immediately destroys it.

You can form the wall into a flat, vertical plane with an area of up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level. If you're trying to trap a creature within the hemisphere, it may attempt a Reflex save to move.

The *eldritch wall* must be continuous and unbroken when formed. If any object or creature breaks its surface, the spell fails. If a creature to be trapped in the hemisphere version of the spell makes a successful save, its movement breaks the surface and the spell fails.

**Diminished Effects:** The wall absorbs only 25 hit points per caster level before it is destroyed.







**Heightened Effects:** The wall inflicts 2d6 points of electrical damage to anyone that touches it (giving it the electricity descriptor as well).

### ELDRITCH WEB

Conjuration (Creation) [Force]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** Webs in a 20-foot-radius spread or a single two-dimensional plane up to 40 feet across

**Duration:** 10 minutes/level (D)

**Saving Throw:** Reflex negates (see text)

**Spell Resistance:** Yes

You create a many-layered mesh of bluish energy beams that resemble the strands of a spider's web. Alternately, you create a two-dimensional barrier of energy webs. These strands trap those caught within them. The strands magically cling to anything they touch and are very strong. You must anchor the *eldritch web* to two or more solid and diametrically opposed points, or else the web collapses upon itself and disappears with a flash of light. Creatures caught within a web or simply touching its strands become entangled.

An entangled creature suffers a –2 penalty to attack rolls, suffers a –4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a

spell must make a Concentration check (DC 15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. On a success, the creature is not stuck in the *eldritch web* and remains free to act. He also can freely move out of the area of the webs. If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding at a Strength check (DC 20) or an Escape Artist check (DC 25). Once loose, a creature may progress through the web very slowly. Each round devoted entirely to moving allows the creature to move 5 feet + 1 foot for each point of Strength above 10.

If the barrier version is used, those escaping or breaking free are completely free. Those wishing to pass through the barrier must make the same checks to get through. The *eldritch web* cannot be physically destroyed, although it can be dispelled, and *disintegration* brings it down immediately.

The *eldritch web* provides one-quarter cover for every 5 feet of web between the character and a foe. It offers one-half cover for every 10 feet of web, three-quarters cover for 15 feet, and total cover for 20 feet or more.

**Diminished Effects:** The effect becomes a 5-foot spread.

**Heightened Effects:** The energy strands inflict 1d4 points of electrical damage per

round to anyone touching them (giving this spell the electricity descriptor as well).

### ELEMENTAL TRAP

Abjuration [See Text]

**Level:** 4 (Complex)

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Object touched

**Duration:** Permanent until discharged

**Saving Throw:** Reflex half (see text)

**Spell Resistance:** Yes

*Elemental trap* creates an explosion of fire, wind, water, or stony projectiles when an intruder opens the item that the spell wards. The *elemental trap* can ward any closeable item. When casting *elemental trap*, select a point on the item as the spell's center. When someone other than you opens the item, an explosion fills the area within a 5-foot radius around the spell's center. The elemental blast deals 5d6 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

The trapped item cannot have a second warding spell on it.

An unsuccessful *dispel magic* spell does not detonate the spell.

As the caster, you can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves a password

that you can share with friends.

The spell takes on the descriptor of whatever elemental type you choose.

**Diminished Effects:** The duration of the spell becomes one day per level, maximum.

**Heightened Effects:** The warding becomes devilishly tricky to remove, requiring two successful disable device checks or two caster power checks if using a *bypass ward* spell.

### EMPOWER RUNE

Transmutation

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One rune you create

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** No

You touch a rune and do not trigger it. The rune now acts as though invested (see runethane in *Monte Cook's Arcana Unearthed*), though it counts as normal toward your total runes. The spell lasts as long as the rune does.

**Diminished Effects:** The spell lasts only a minute per level, even if the rune lasts longer.

**Heightened Effects:** Instead of the listed effect, the rune counts only half (minimum 1) toward the runethane's total.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

### EMPOWER SPELL

Transmutation [Force]

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You charge the next spell you cast within the duration with extra potency. You have two options when casting the charged spell. You may cast it as though you were two levels higher than your actual caster level, or (if the spell is damage inflicting) you inflict 1d6 points of additional force damage with the spell. You cannot take advantage of both options, however.

*Empower spell* affects only the next spell you cast, not all spells within the duration.

**Diminished Effects:** You cast the charged spell as if you were one level higher than your actual caster level (no chance for increased damage).

**Heightened Effects:** You cast the charged spell as if you were four levels higher than your actual level or, if the spell is damage inflicting, you inflict 2d6 points of additional force damage with it. You cannot take advantage of both options, however.

**Magic Item Creation Modifiers:** Single-use  $\times 3$ , constant  $\times 1.5$

### ENCHANTING FLAVOR

Transmutation [Mind-Affecting]

**Level:** 0 (Simple)

**Casting Time:** 1 full round

**Range:** Touch

**Target:** One meal

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You give an intense and pleasant flavor to a single meal for up to four people. Once they have finished eating the satisfying meal, you receive a +2 circumstance bonus on a single Charisma-based check (Diplomacy, Bluff, etc.) against the diners.

**Heightened Effects:** You transfer the flavor directly into the mouth of your targets; the target becomes 1d4 creatures, and the range becomes Close (25 feet + 5 feet/two levels). You gain the +2 bonus immediately.

**Magic Item Creation Modifier:** Constant  $\times 3$

### ENERGY BLADE

Evocation [See Text]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** 0 feet

**Effect:** Swordlike beam

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

A 3-foot-long beam of energy springs from your hand. You wield this bladelike beam as if it were a one-handed bladed weapon for you, threatening on a 19–20. Attacks with the *energy blade* are melee touch attacks, and you are considered proficient with the weapon. The blade deals 1d8 points of damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage, which is all energy damage. You choose the energy type (acid, cold, electricity, fire, or sonic). Since this is energy damage, it ignores DR.

The spell gains the descriptor of the energy type chosen.

**Diminished Effects:** The blade inflicts 1d6 points of damage.

**Heightened Effects:** The blade inflicts 1d10 points of damage +1 point per two caster levels (maximum +15) + the caster's spellcasting ability score bonus.

**Magic Item Creation Modifier:** Constant  $\times 5$

### ENERGY BOLT

Evocation [See Text]

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level) or 50 feet + 5 feet/level

**Area:** A line 5 feet wide to Medium range (100 feet + 10 feet/level); or 10 feet wide to 50 feet + 5 feet/level

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You release a powerful stroke of energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. You choose the type of energy (acid, cold, electricity, fire, or sonic) at the time of casting. And you can choose to make the bolt narrow for Medium range, or wider and half as long.

The *energy bolt* damages objects in its path. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect would.

The spell gains the descriptor of the energy type chosen.

**Diminished Effects:** The bolt inflicts 1d4 points of damage per caster level (maximum 5d4).

**Heightened Effects:** The bolt has an additional effect on those who fail their saves. Acid bolts inflict 1 point of temporary Strength damage, cold bolts *slow* creatures (as the spell) for 1d4 rounds, electricity bolts stun creatures for 1 round, fire bolts burn combustibles and inflict 1d6 points of damage the following round if the fire is not put out, and sonic bolts knock creatures down and daze them for 1 round (they may take no action).

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

**ENERGY SHEATH**

Evocation [See Text]

**Level:** 6 (Exotic)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 1 round/level (D)

You cover yourself in a seething sheath of energy that grants you a +2 deflection bonus to Armor Class. While sheathed, you can make melee touch attacks that deal 1d6 points of damage + 1 point per caster level (maximum +15). Anyone touching you with their unprotected flesh (an unarmed attack, a monster's claw, and so on) suffers damage as if you had touched them. You can choose the energy type (acid, cold, electricity, fire, or sonic). Since this is energy damage, it ignores damage reduction, but spell resistance still affects it.

The spell gains the descriptor of the energy type chosen.

**Diminished Effects:** The sheath inflicts 1d6 points of damage.

**Heightened Effects:** The sheath offers a +4 bonus to Armor Class and inflicts 1d6 points of damage +1 point per caster level (maximum +15) + the caster's spellcasting ability score bonus.

**Magic Item Creation Modifiers:** Single-use  $\times 3$ , constant  $\times 3$

**ENHANCE MAGICAL FLOW****(LESSER)**

Universal

**Level:** 2 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level

Your hands and eyes flare briefly with golden power each time you cast a spell during the duration. All the saving throw Difficulty Classes for your spells gain a +1 enhancement bonus.

**Diminished Effects:** The bonus to the Difficulty Class becomes +2, but it applies only to the next spell the character casts during the duration.

**Heightened Effects:** In addition to the Difficulty Class increase, all spells the character casts for the duration are treated as if

he were one level higher than his actual caster level.

**Magic Item Creation Modifiers:**Constant  $\times 2$ , charged  $\times 2$ , single-use  $\times 2$ **ENHANCE MAGICAL FLOW****(GREATER)**

Universal

**Level:** 4 (Complex)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level

As *lesser enhance magical flow*, but the Difficulty Class increases by a +2 bonus.

**Diminished Effects:** The bonus to the Difficulty Class becomes +4, but it applies only to the next spell the character casts during the duration.

**Heightened Effects:** In addition to the Difficulty Class increase, all spells the character casts for the duration are treated as if he were two levels higher than his actual caster level.

**Magic Item Creation Modifiers:**Constant  $\times 1.5$ , charged  $\times 1.5$ , single-use  $\times 2$ **EXTEND LIFE**

Transmutation

**Level:** 7 (Complex)**Casting Time:** 12 hours**Range:** Personal**Target:** You**Duration:** Instantaneous

You subtract 10 years from your current age for the purpose of determining physical (but not mental) age effects found in *Monte Cook's Arcana Unearthed*. This spell does not necessarily affect your actual age (it does not cure disease, for example). It also does not change your physical appearance—you still look your age.

This spell requires the expenditure of 10,000 gp for crushed gemstones that you must sprinkle over yourself as material components.

**Diminished Effects:** You subtract one year from your current age.

**Heightened Effects:** You subtract 30 years from your current age.

**Magic Item Creation Modifiers:** Single-use  $\times 4$ , spell-completion  $\times 2$

**ENFEEBLED MIND**

Enchantment (Compulsion) [Curse, Mind-Affecting, Psionic]

**Level:** 5 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature**Duration:** Permanent**Saving Throw:** Will negates (see text)**Spell Resistance:** Yes

The target's Intelligence score drops to 1 and its eyes turn completely black (this does not alter its vision). Still, the target knows who its friends are and can follow them and even protect them. This temporary damage cannot be restored by *restoration* or healed normally until *remove curse* is first cast.

**Diminished Effects:** The spell inflicts 1d6 points of temporary Intelligence damage.

**Heightened Effects:** The target affected also suffers a  $-5$  competence penalty to Will saving throws (making the creature easily *dominated*, for example).

**Magic Item Creation Modifier:** Single-use  $\times 2$

**FEEDBACK STRIKE**

Abjuration [Force]

**Level:** 7 (Exotic)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level (D)

Any creature that attacks you suffers magical feedback that inflicts 3d6 points of force energy damage + 1 point per caster level. For the purposes of this spell, an attack is any action that requires an attack roll, whether or not the attack succeeds. If you willingly allow someone to touch you (such as to cast a curative spell), no attack roll occurs, so the action does not trigger the *feedback strike* effect. Since the damage is magical, it ignores damage reduction, but spell resistance still applies. The *feedback strike* can affect more than one attacker at a time, but no attacker suffers the damage more than once per round.

**Diminished Effects:** Only physical melee attacks draw magical feedback.

**Heightened Effects:** With this spell active, you can force feedback damage to strike a creature you touch, in addition to automatically damaging those that attack you.

**Magic Item Creation Modifiers:** Single-use  $\times 3$ , constant  $\times 1.5$

### FINGER OF DESTRUCTION

Necromancy [Negative Energy]

**Level:** 7 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You summon up some of the vilest, most foul energies in existence, whose very touch snuffs out life. From your fingertips comes black lightning (a ranged touch attack) that inflicts 5 points of damage per caster level on any one living creature within range. If the save succeeds, the target suffers 5d6 points of damage + 1 point per caster level.

**Diminished Effects:** The ray inflicts 10d6 points of damage + 1 point per caster level if the creature fails the saving throw, and 3d6 points of damage + 1 point per caster level if it succeeds. This ray does not affect objects, constructs, or undead.

**Heightened Effects:** The spell inflicts 10 points of damage per caster level. If the target dies, the body is consumed, except for a bit of dust. Creatures making successful saving throws suffer 6d6 points of damage + 1 point per caster level.

### FIREBURST

Evocation [Fire]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 10-foot-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

With a simple gesture, you send a burst of fire out from an already burning flame (even a candle) within range. The *fireburst* inflicts 1d6 points of damage + 1d6 points per two caster levels (maximum 5d6). The burst is too quick to ignite flammable items (like cloth or paper) but it can still ignite combustibles (like oil).

**Diminished Effects:** The spell inflicts 1d4 points of damage rather than 1d6 points, and it does not increase with level.

**Heightened Effects:** The burst continues to blast the area for 1d4 rounds, inflicting its damage on all in the area each round. Flammable objects will catch fire in the area. Since the duration becomes 1d4 rounds, heightened *fireburst* can be dispelled.

### FLIGHT

Transmutation [Air]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

The spell's subject can fly at its normal ground speed or 30 feet (whichever is slower). The subject can fly up at half speed and descend at double speed. The flier's maneuverability rating is good. Using *flight* requires as much concentration as walking, so the subject can attack or cast spells normally. The subject of *flight* can charge but not run. It cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the flier drops to the ground immediately. Since dispelling a spell effectively ends it, the subject also falls in this way if the *flight* spell is dispelled.

Casting this spell on a subject that can already fly increases its maneuverability to perfect and adds 30 feet to its flying speed.

**Diminished Effects:** The spell does not confer flight but does increase the speed of a creature already flying (naturally or magically) by 20 feet.

**Heightened Effects:** The spell grants a speed of 60 feet regardless of ground speed.

### FORCEBEAM

Evocation [Force]

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** Line 5 feet wide and up to Medium range long

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

From your hand you project a blast of pure magical force that deals 1d6 points of

damage per caster level (maximum 10d6). Corporeal creatures size Large or smaller who fail the saving throw are knocked down. Because magical force harms incorporeal creatures and objects, some casters refer to this spell as *spiritslayer*.

**Diminished Effects:** The narrow *forcebeam* can affect only one target. It does not possess the strength to knock foes down.

**Heightened Effects:** The *forcebeam* deals 1d8 points of damage per caster level (maximum 10d8).

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

### FORETELL FUTURE

Divination

**Level:** 4 (Exotic)

**Casting Time:** One hour

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

To cast this spell, you must meditate for one hour, inhaling special herbal smoke that costs no less than 50 gp. This divination spell can provide you with a useful piece of advice in reply to a question concerning a specific choice made within the next 24 hours. In asking your question, make an "if" statement, then provide two outcomes you think possible. The spell reveals which outcome is more likely. For example, you could say, "If I ask Lord Falross for the key to the vault, will he give it to me or will he get angry and attack me?"

The DM indicates which outcome is more likely, although "neither" is an acceptable result if both are equally likely or unlikely. Note that even if the most likely outcome is a third option not specified in the caster's statement, the DM's answer only assesses the two stated outcomes. The DM should not hint that you specified the wrong outcomes. In all cases, the DM controls what information you receive. Note that if your party doesn't act on the information, the conditions may change to make the information no longer useful.

The base chance for a correct answer is 70 percent + 1 percent per caster level. The DM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have

been taken). If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

Multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

**Diminished Effects:** The caster can ask a single yes or no question rather than the “if statement.” Chance for a correct answer is 40 percent + 1 percent per caster level.

**Heightened Effects:** The caster can ask one yes or no question per level rather than the “if statement.” Chance for a correct answer is 100 percent.

**Magic Item Creation Modifiers:** Single-use  $\times 3$ , constant  $\times 1.5$

## FREEZE

Transmutation [Cold, Water]

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Area:** Five 10-foot by 10-foot by 1-foot areas of water/level

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** No

With a blue-white flash of light around your eyes, you freeze a large amount of water. The main use of this spell is to freeze the water's surface, although one could stack the 10-by-10-by-1 squares atop one another to freeze a small body of water all the way down to the bottom. A 12th-level caster could create an ice bridge up to 600 feet long (10 feet wide and 1 foot thick) across a body of water, for a party to walk across. The water freezes over the course of 1 round. Creatures in the water can make a Swim check (DC 15) to get on top of the ice or swim down below it before the water completely freezes (assuming there is an unfrozen area large enough below the ice to accommodate them).

Whether a creature moves up or down to avoid the ice is up to it. Creatures with a natural swim speed automatically succeed. Creatures that do not succeed are trapped, at least partially stuck in the ice. To get free, the ice around the creature needs to be destroyed (inflicting 36 points of damage on the ice will do so) or broken (Strength check, DC 15 + caster level to do so).

**Diminished Effects:** The water freezes over the course of 3 rounds. Creatures are never caught in the ice, although water breathers forced completely out of a small body of water may still be in real trouble.

**Heightened Effects:** The spell's area becomes ten 10-foot by 10-foot by 2-foot areas of water per level.

## FREEZING CLAW

Conjuration [Cold]

**Level:** 6 (Exotic)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** A small claw of ice

**Duration:** Concentration (up to 1 round/level)

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You create a 2-foot-diameter ice-blue claw that floats in the air. You direct it to move anywhere within range, making one ranged touch attack each round with your attack bonus.

Those the claw touches suffer 3d6 points of cold damage and must make a Fortitude save. Failing the save freezes the victim solid. Frozen creatures remain alive but cannot take actions. They stay frozen until they suffer 20 points of fire damage, after which point they are free (but they've sustained the 20 points of damage). If the claw suffers 10 points of fire damage, the spell ends (the claw has AC 12).

**Diminished Effects:** The spell inflicts the stated damage but does not freeze victims.

**Heightened Effects:** The spell does not require concentration—the duration becomes 1 round/level, and directing the claw is a free action.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

## GAZE OF THE BASILISK

Transmutation [Earth]

**Level:** 7 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Area:** A globe with a radius of 25 feet + 5 feet/two levels

**Duration:** 1 round/two levels (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

As *gaze of terror*, below, but this spell gives you a gaze attack that petrifies all who

meet your eye. Those affected turn to stone. All creatures within range of a gaze attack must attempt a saving throw each round at the beginning of their turn.

**Diminished Effects:** Petrified creatures return to flesh after 10 minutes per level.

**Heightened Effects:** The caster can focus this gaze on one target so completely that no one in that round need make a save but the chosen target. This target must save against a Difficulty Class with a +4 circumstance bonus. It is a standard action in that round for the caster to focus the gaze.

**Magic Item Creation Modifier:**

Constant  $\times 3$

## GAZE OF TERROR

Enchantment (Compulsion) [Fear]

**Level:** 4 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Area:** A globe with a radius of 25 feet + 5 feet/two levels

**Duration:** 1 round/two levels (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell gives you a gaze attack that strikes fear into the hearts of all who meet your eye. Those affected become panicked, suffer a –2 morale penalty on all attack rolls, saving throws, and checks, have a 50 percent chance to drop whatever they are holding, and flee away from you as fast as they can for the spell's remaining duration. Each creature within range of a gaze attack must attempt a saving throw each round at the beginning of its turn.

An opponent can avert his eyes from your face, looking at your body, watching your shadow, or tracking you in a reflective surface. Each round, such an opponent has a 50 percent chance of not having to make a saving throw. You gain one-half concealment against the opponent (so any attack he makes against you has a 20 percent miss chance).

An opponent can shut his eyes, turn his back on you, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. You gain total concealment against the opponent as if you were invisible. Thus, any attack the opponent makes against you has a 50 percent miss chance, and he can't use sight to target attacks.

You can actively attempt to use the *gaze of terror* as an attack action. You simply choose a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50 percent chance for averting his eyes or 100 percent chance for shutting his eyes). An opponent might have to save against your gaze twice during the same round: once before his own action and once during your action.

Looking at your image (such as in a mirror or as part of an illusion) does not subject you to the fear effect. You are immune to your own gaze attack.

If visibility is so limited (by dim lighting, fog, etc.) as to result in concealment, there is a percentage chance that an opponent won't need to make a saving throw in a given round. This chance is equal to the normal miss chance for the amount of concealment present. This chance is not cumulative with chances to avoid the gaze, but instead one rolls it separately.

You cannot use your gaze attack while you are invisible. Characters using dark-vision in complete darkness are affected by a gaze attack normally.

**Diminished Effects:** The spell grants the gaze attack for only 1 round and can affect only one creature (once a creature is affected, the gaze attack fades). The affected creature flees for 1 round per level.

**Heightened Effects:** Even targets who make their saves (except those immune to fear effects) are shaken and suffer a  $-2$  morale penalty on attack rolls, saving throws, and checks.

**Magic Item Creation Modifier:**  
Constant  $\times 3$

### GENTLE REPOSE

Necromancy

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Corpse touched

**Duration:** One day/level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You preserve the remains of a dead creature so they do not decay. Doing so extends the time limit on raising that creature from

the dead: Days spent under the influence of this spell don't count against the time limit.

The spell also works on severed body parts and the like.

**Diminished Effects:** N/A

**Heightened Effects:** The duration is Permanent.

### GHOST SOUND

Illusion (Figment)

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** Illusory sounds

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

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

**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 the spell creates when casting it, and you cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per caster level (maximum 20 humans). Thus, you can create talking, singing, shouting, walking, marching, or running sounds. 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 dire cat's roar equals the noise from 20 humans.

**Heightened Effects:** You may preprogram the sound so it occurs when a specific event triggers it (it lasts until triggered). Trigger events can be as general or as detailed as desired, although only visual and audible triggers work. Triggers react to what appears to be the case, so disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A spell cannot distinguish invisible creatures, level, Hit Dice, or class except by external garb. The range limit of a trigger is 15 feet per caster level. Regardless of

range, the spell can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

### GHOST WEAPON

Transmutation [Force]

**Level:** 4 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One melee weapon

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

With a touch, a weapon becomes ghostly and translucent. A character can wield it normally, but its attacks ignore armor and natural armor bonuses to Armor Class. At the same time, treat its strikes as force damage when attacking incorporeal foes.

**Diminished Effects:** The weapon inflicts only half normal damage.

**Heightened Effects:** Incorporeal creatures can wield the weapon, allowing them to make attacks against corporeal foes normally, still ignoring armor, while remaining incorporeal themselves.

**Magic Item Creation Modifier:**  
Constant N/A

### GIANT'S GRIP

Transmutation

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One willing giant

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell makes a single giant even better at grappling than she already is and increases her chance to break objects. A giant affected by this spell gains double her Strength modifier (if positive) when making grapple checks, rather than just her modifier. When attempting to break an object, the modifier also doubles. This spell doubles even modifiers that are magically increased.

**Diminished Effects:** The spell's range becomes Personal and the target is You.

**Heightened Effects:** The giant gains triple her Strength modifier to grapple and break object checks.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

**GIRD THE WARRIOR**

Transmutation [Force]

**Level:** 5 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** One creature**Duration:** One minute/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell enshrouds its subject with tangible, visible force energy in the form of a mighty set of plate armor. The subject of this effect gains a +10 armor bonus to Armor Class and a +4 enhancement bonus to attack and damage rolls made with melee weapons.

The armor has no associated armor check penalties or spell failure chances, and it weighs nothing. A subject needs no proficiency to use this armor.

**Diminished Effects:** The spell grants a +8 armor bonus to Armor Class and no bonus to attack and damage rolls.

**Heightened Effects:** The spell grants a +12 armor bonus to Armor Class, in addition to the +4 bonus to attack and damage rolls.

**Magic Item Creation Modifiers:**

Constant N/A, charged ×2

**GLAMOUR**

Illusion (Glamer)

**Level:** 1 (Simple)**Casting Time:** Standard action**Range:** Personal**Target:** You**Duration:** 10 minutes/level (D)**Saving Throw:** Will disbelief (if interacted with)**Spell Resistance:** No

You ensorcel yourself to appear beautiful to anyone looking upon you. Not only will they find you attractive, but all your Bluff, Diplomacy, and Gather Information checks against those looking at you gain a +5 circumstance bonus.

This spell does not change any specific details of your appearance, such as gender, race, and so forth. However, it does prove quite useful to cast in conjunction with *sorcerous guise*.

**Diminished Effects:** N/A

**Heightened Effects:** You also gain a +2 enhancement bonus to Charisma for the duration of the spell.

**Magic Item Creation Modifier:** Single-use ×2

**GLOWGLOBE (LESSER)**

Evocation [Light]

**Level:** 0 (Simple)**Casting Time:** Standard action**Range:** 0 feet**Effect:** Glowing sphere**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell creates a 3-inch sphere that glows softly with the light of a torch, shedding illumination in a 20-foot radius from the point you touch. The effect is immobile. A *lesser glowglobe* does not function in an area of magical darkness.

The globe can be covered and hidden but not smothered or quenched.

**Heightened Effects:** The *lesser glowglobe* moves as the caster wills. The caster controls its movement as a free action. However, it never moves farther than 10 feet from the caster.

**GLOWGLOBE (GREATER)**

Evocation (Light)

**Level:** 2 (Simple)**Casting Time:** Standard action**Range:** 0 feet**Effect:** Glowing sphere

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

As *lesser glowglobe* except for the duration, plus a *greater glowglobe* cast in an area of magical darkness dispels the darkness, if it comes from a lower-level effect.

**Diminished Effects:** N/A

**Heightened Effects:** The *greater glowglobe* moves as the caster wills. The caster controls its movement as a free action. However, it never moves farther than 20 feet from the caster.

**Magic Item Creation Modifier:** Single-use ×2

## GREENSPY

Divination [Plant]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One plant

**Duration:** One hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You make a plant into a spy of sorts. For the duration of the spell, all activities—sight and sound—that occur within 50 feet of the plant are “stored” magically within the plant. At any time afterward, you (and only you) can touch the plant and experience the information stored within it. Once you have accessed the information, you cannot do so again. The plant’s “senses” are normal—it cannot see in the dark, it cannot see invisible creatures, and so on.

**Diminished Effects:** The duration becomes only one minute per level.

**Heightened Effects:** The duration is Permanent.

## GUSTING WIND

Evocation [Air]

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** Gust of wind (10 feet wide, 10 feet high) emanating out from you to the extreme of the range

**Duration:** 1 full round

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell creates a strong blast of air that originates from you and moves in the direction you face. The force of this gust automatically extinguishes candles, torches, and similar unprotected flames. The gust causes protected flames, such as those of lanterns, to dance wildly, and it has a 50 percent chance to extinguish these lights. Corporeal creatures size Large or smaller who fail the saving throw are knocked down. Creatures who are knocked down suffer 2d6 points of air damage. Any creature is entitled to a saving throw to ignore the gust’s effects.

A *gusting wind* spell can do anything a sudden blast of wind would be expected to do.

**Diminished Effects:** The wind cannot knock down creatures.

**Heightened Effects:** The wind extinguishes even protected flames and continues to blow for 1d4+1 rounds (D). Each round in the area, creatures must make saves or be knocked down.

## HAND OF BATTLE

Evocation [Force]

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

Your hand turns red as you reach out to touch a foe and attack with a stab of force energy. The touch attack inflicts 1d6 points of damage (maximum 10d6) per caster level.

**Diminished Effects:** Damage inflicted becomes 1d4 points per level (maximum 10d4).

**Heightened Effects:** The spell also inflicts 1d3 points of Strength damage to those who fail the save.

## HARDEN

Abjuration

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Area:** One object or a 10-foot cube of matter

**Duration:** One hour/level (D)

**Saving Throw:** Fortitude negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You increase an object’s hardness by 50 percent or by +1, whichever is greater.

**Diminished Effects:** You increase the hardness by +1 no matter what, and the duration becomes 1 round per level.

**Heightened Effects:** You double the hardness.

## HYGIENE

Transmutation

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You clean the subject creature, ridding it of dirt, sweat, contamination, foul odors, and so on. This spell not only makes the subject presentable for fine company, it promotes better health.

For 24 hours after the casting, the subject gains a +1 circumstance bonus on all saves against disease.

Used frequently, this spell can help stave off tooth decay and other such minor maladies, although this has no in-game effect.

**Heightened Effects:** You can affect one creature per caster level.

## ICEBOLT

Evocation [Cold]

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

A bolt of razor-sharp ice launches from the palm of your hand at a single target. You must make a normal (not a touch) ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 1d6 points of cold damage + 1 point per level (maximum +10). If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack missed as well, there is no effect.





**Diminished Effects:** The *icebolt* inflicts 1d6 points of piercing damage and 1d6 points of cold damage + 1 point per level (maximum +5).

**Heightened Effects:** You can create one *icebolt* per round and launch it as a standard action for 1 round per two caster levels (maximum five bolts).

## ILLUSORY CREATURE (LESSER)

Illusion (Figment)

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Long (400 feet + 40 feet/level)

**Effect:** Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

**Duration:** Concentration

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

**Spell Resistance:** No

This spell creates the visual illusion of a creature the way you imagine it looks. The illusion does not create sound, smell, texture, or temperature, but the *illusory crea-*

*ture* can move as you direct. You can move the image within the limits of the size of the effect.

**Diminished Effects:** The spell's duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet per level), and an effect the size of a single 10-foot cube.

**Heightened Effects:** The *illusory creature* makes sounds appropriate to the illusion (but no more than you could create with a *ghost sound* spell).

## ILLUSORY CREATURE (GREATER)

Illusion (Figment)

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Long (400 feet + 40 feet/level)

**Effect:** Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

**Duration:** One minute/level (D)

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

**Spell Resistance:** No

This spell creates the visual illusion of a creature the way you imagine it looks. The illusion also creates sound, smell, texture, and temperature, and the *illusory creature* can move as you direct (requiring concentration). You can move the image within the limits of the size of the effect.

**Diminished Effects:** The spell's duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet/level), and an effect the size of a single 10-foot cube.

**Heightened Effects:** You can create figments of multiple creatures within the area.

## ILLUSORY OBJECT (LESSER)

Illusion (Figment)

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Long (400 feet + 40 feet/level)

**Effect:** Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

**Duration:** Concentration

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

**Spell Resistance:** No

This spell creates the visual illusion of a static, immobile, solid object the way you imagine it looks. The illusion does not create sound, smell, texture, or temperature.

**Diminished Effects:** The spell's duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet/level), and an effect the size of a single 10-foot cube.

**Heightened Effects:** The *illusory object* makes sounds appropriate to the illusion (as you could create with a *ghost sound* spell).

### ILLUSORY OBJECT (GREATER)

Illusion (Figment)

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Long (400 feet + 40 feet/level)

**Effect:** Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level (S)

**Duration:** One minute/level (D)

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

**Spell Resistance:** No

This spell creates the visual illusion of an object or a force (such as a fire) the way you imagine it looks. The illusion also creates sound, smell, texture, and temperature. The *illusory object* can move as you direct (requiring concentration). You can move the image within the limits of the size of the effect.

**Diminished Effects:** The spell's duration has a maximum of 1 round per caster level, a range of Close (25 feet + 5 feet/level), and an effect the size of a single 10-foot cube.

**Heightened Effects:** You can create figments of multiple objects within the area.

### IMMORTALITY

Abjuration [Truename]

**Level:** 9 (Exotic)

**Casting Time:** One day

**Range:** Touch

**Target:** One living creature

**Duration:** Instantaneous

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

**Spell Resistance:** Yes

The target stops aging. She continues to experience age effects as found in *Monte Cook's Arcana Unearthed*, but has no maximum age. When casting the spell, make a caster power check (DC 45). If you succeed, the target looks youthful and remains that

way. If unsuccessful, she continues to look older and older as time passes, becoming a dreadful, shriveled husk.

**Material Components:** Casting this spell requires a jewel worth at least 5,000 gp.

**Diminished Effects:** N/A

**Magic Item Creation Modifiers:** Constant  $\times 6$ , charged  $\times 4$ , single-use  $\times 6$ , spell-completion  $\times 3$

### IMMUNITY (LESSER)

Abjuration

**Level:** 7 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

You become immune to one of the following (your choice) for the duration:

- Compulsion spells
- Transmutation spells
- Illusions
- Negative energy spells
- Positive energy spells
- A single element
- A single energy type
- Poison
- Disease
- Curses

**Diminished Effects:** The duration becomes 1 round per level.

**Heightened Effects:** You can make two choices from the list, or you can choose one with a duration of one hour per level.

**Magic Item Creation Modifier:** Constant  $\times 2$ , single-use  $\times 2$

### IMMUNITY (GREATER)

Abjuration

**Level:** 9 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** You and one creature/four levels

**Duration:** One hour/level (D)

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

**Spell Resistance:** Yes (harmless)

As *lesser immunity*, except this spell affects more creatures than just you.

**Diminished Effects:** The spell lasts only 10 minutes per level.

**Magic Item Creation Modifiers:** Constant  $\times 2$ , single-use  $\times 1.5$ , spell-completion  $\times 1.5$

### INCORPOREAL FORM

Transmutation

**Level:** 7 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One minute/level (D)

You become incorporeal, allowing you to move through matter, enjoy immunity to nonmagical weapons, and receive a 50 percent miss chance from all nonforce attacks.

**Diminished Effects:** The duration becomes 1 round per level, and your form is unstable. You suffer 1d6 points of damage per round while in your incorporeal form.

**Heightened Effects:** The range becomes Touch, and the target becomes one creature.

**Magic Item Creation Modifiers:** Constant  $\times 1.5$ , charged  $\times 1.5$ , single-use  $\times 2$

### INCREASE WEIGHT

Transmutation

**Level:** 1 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature or object

**Duration:** 10 minutes/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

By altering the effect of gravity on one creature or object touched, you make the target effectively heavier by up to 20 lbs. per level. Extra weight on a creature counts against its own carrying limit. Creatures that cannot at least drag (5  $\times$  maximum load) their own weight collapse in exhaustion, immobile. Weapons increased to double their weight or more carry a +1 circumstance bonus to damage. Weapons increased beyond that still have the bonus to damage but carry a -1 circumstance penalty to attack rolls, as they have become harder to wield. Hardness and durability are not affected. Weapons increased beyond a character's maximum load cannot be wielded. Creatures affected by this spell gain a -1 circumstance penalty to Jump checks.

**Diminished Effects:** N/A

**Heightened Effects:** The spell can increase a target's weight by 50 lbs. per level. Creatures affected by this spell suffer a -2 circumstance penalty to Jump checks.

**Magic Item Creation Modifier:** Constant  $\times 3$ , single-use  $\times 1.5$

**INNER WORLD**

Illusion (Phantasm) [Mind-Affecting, Psionic]

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 10 minutes/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

With a single touch of your purplish glowing hand, you cast the target into a world of phantasm that only she can see. She can take no actions in the real world (but is not helpless). The nature of the phantasmal world is up to you, but if the DM deems it appropriate to the target (a world filled with the things she loves most, or fears most, and so on), the saving throw Difficulty Class increases by +2.

**Diminished Effects:** The caster must know the target's truename to affect her.

**Heightened Effects:** The target finds herself so consumed by the *inner world* that she is helpless.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

**INVIGORATE ITEM**

Transmutation

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One magic item

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

**Saving Throw:** None

**Spell Resistance:** No

Cast upon a magic item that allows a saving throw, this spell increases the Difficulty Class of the item's powers by +1. The affected item sparkles with a magical luster for the duration.

**Diminished Effects:** The item gains a +2 bonus, but the spell affects only the item's next single use.

**Heightened Effects:** The item gains a +2 bonus for the duration.

**Magic Item Creation Modifier:** Constant  $\times 2$

**INVISIBILITY**

Transmutation

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Personal or touch

**Target:** You or a creature or object weighing no more than 100 lbs./level

**Duration:** 10 minutes/level (D)

**Saving Throw:** None or Will negates (harmless, object)

**Spell Resistance:** No or Yes (harmless, object)

The creature or object touched becomes impossible to see with normal sight or even with darkvision. If the subject is a creature carrying gear, the gear 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 can employ magic to do so.

Items that an invisible creature drops or puts down become visible; items an invisible creature picks up disappear if tucked into the creature's clothing or pouches. 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 the subject carries that extends more than 10 feet from the subject becomes visible, such as a trailing rope.

The subject is not magically silenced, and certain other conditions can render the subject detectable (such as stepping in a puddle). 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 subject's perceptions.) Actions directed at unattended objects do not break the *invisibility*. Causing harm indirectly is not an attack. Spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their areas. A subject that attacks directly immediately becomes visible, along with all gear.

**Diminished Effects:** The duration becomes Concentration (one minute per level maximum).

**Heightened Effects:** For 1 round per level, the invisible subject can make "attacks" and still not become visible, after which the spell continues normally but such attacks end the *invisibility*.

**Magic Item Creation Modifier:** Constant  $\times 2$

**INVISIBILITY PROHIBITION**

Evocation

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Area:** 5-foot-radius spread/level

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You fill an area with magical energy that negates all forms of invisibility. Anything that is invisible becomes visible while in the area. The area remains immobile.

**Diminished Effects:** The caster must make an opposed caster power check against the caster level of the invisibility effect in order to reveal a particular invisible creature or object.

**Heightened Effects:** The caster may cast the spell upon a single creature or object (the subject gets a Will saving throw to avoid, and spell resistance applies), allowing the area to move with the creature or object.

**Magic Item Creation Modifier:** Constant  $\times 2$

**INVOKED APOCALYPSE**

Evocation

**Level:** 9 (Exotic)

**Casting Time:** 10 minutes

**Range:** One mile/level

**Area:** 100-foot-radius cylinder/level, 100 feet high per level

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

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

In this, one of the most feared of all spells, you cause all elements and energy types to rain down upon an area in a conflagration of destruction. All within this storm of devastation suffer 10d6 points of damage per round. Characters in the area must make a new Reflex saving throw each round. When this spell is done, buildings (even an entire small town) usually are destroyed, forests flattened, small lakes boiled away or filled with detritus, and all life extinguished.

Despite the long range, you still must have line of sight on the target, so one usually casts *invoked apocalypse* from atop a mountain or a high tower.

This spell is horribly draining on the caster. Once it is cast, you fall immediately into a coma for 1d4 days. Even magic cannot prevent this coma, nor can it cure it. Casters who might arguably be immune to energy draining or comas (such as liches) are reduced to 1 hit point, and the lost hit points cannot be restored for 24 hours by any means. If you cast this spell more than once in a year's time, the spell slays (or destroys) you.

**Diminished Effects:** N/A

**Magic Item Creation Modifiers:** Spell-completion  $\times 3$ , single-use  $\times 6$

### LEARN SECRET (LESSER)

Divination

**Level:** 1 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One object

**Duration:** 1 round/level or until triggered

**Saving Throw:** None

**Spell Resistance:** No

This spell is based on the idea that, just as creatures have truenames, objects have special, unique secrets impossible to learn by simple inspection and difficult to describe with common language. When you cast this spell, you learn a minor secret of one object. This secret allows you to intuitively know a way to use the object more effectively. The next time you attempt to use the object (if the duration of the spell continues) you gain a +5 insight bonus. Normally, this bonus applies to a standard use of the item—the secret of a lockpick allows the caster to use it to pick a lock better, for instance. The secret of a battleaxe allows the caster to strike with it more accurately in combat. Sometimes, however, the bonus applies to attempts to overcome forces seeking to prevent you from using the object. For example, the insight bonus could apply to an attempt to force open a barred door.

Only you gain the bonus, no matter how hard you may attempt to communicate the secret to another. Once used, the fleeting, esoteric nature of the secret is forgotten. It is impossible to record the secret in any way. The insight bonus applies only to rolls you make, so it is never a bonus to Armor Class.

**Diminished Effects:** The insight bonus becomes +1.

**Heightened Effects:** The insight bonus becomes +10.

**Magic Item Creation Modifier:** Constant  $\times 5$ , single-use  $\times 1.5$

### LEARN SECRET (GREATER)

Divination

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One object

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You learn the secret of an object, as described in *lesser learn secret*, but you do not forget it. Also, instead of a single +5 insight bonus, you gain a +2 insight bonus to use a single object forever, no matter how many times you use it. Many casters learn the secret of their staff, their tools, and so on as soon as they acquire them.

**Diminished Effects:** N/A

**Heightened Effects:** The insight bonus becomes +3.

**Magic Item Creation Modifiers:** Single-use  $\times 5$ , spell-completion  $\times 3$ , constant  $\times 1.5$

### LEARN TRUENAME

Divination

**Level:** 6 (Simple)

**Casting Time:** 12 hours

**Range:** Unlimited

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You learn the truename of a creature whose normal name you already know. You also must have some personal effect (a lock of hair, a possession owned for at least six months, etc.) of the target placed in a golden bowl worth 500 gp. The bowl is a focus and is not consumed by the spell, but the personal effect is consumed as a material component.

**Diminished Effects:** N/A

**Heightened Effects:** N/A

**Magic Item Creation Modifiers:** Constant  $\times 3$ , single-use  $\times 2$ , spell-completion  $\times 2$

### LEVITATE

Transmutation [Air]

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Personal or Close (25 feet + 5 feet/two levels)

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

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

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

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

**Diminished Effects:** The spell's range becomes Personal, with only You as the target. The caster cannot levitate more than 5 feet off the ground.

**Heightened Effects:** The caster can move up to 60 feet vertically and also up to 10 feet horizontally in a single round.



**LITORIAN CLAWS**

Transmutation

**Level:** 3 (Exotic)**Casting Time:** Standard action**Range:** Touch**Target:** One willing litorian**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell is rarely known by nonlitorians. It gives a litorian formidable claws that he can use in combat as natural weapons he is proficient with. The claws inflict damage based on your caster level:

Level	Damage
5 or lower	1d6
6–9	1d8
10–13	1d10
14–17	2d6
18–20	3d6

The litorian gains claws on both hands and can make off-hand attacks if he wishes (using the normal penalties). As with any melee weapon, the litorian adds his Strength bonus to any attack and damage rolls made with the claws.

**Diminished Effects:** The spell's range becomes Personal, with You as the target.

**Heightened Effects:** The spell grants an additional 1d6 points of damage with each claw attack.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

**LOCATE CREATURE**

Divination

**Level:** 4 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Area:** A circle centered on you, with a radius of 400 feet + 40 feet/level**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** No

Your eyes glow with a blue light, and you sense the direction of a known or familiar creature.

As you slowly turn, you sense when you're facing in the direction of the creature you're trying to locate, provided the creature is within range. You also know which direction the creature is moving, if any.

The spell can locate a creature of a specific type (such as human or unicorn) or a specific creature you know. It cannot find a creature of a general type (such as humanoid or beast). To find a specific type of creature, you must have seen such a creature up close (within 30 feet) at least once. If more than one creature of this specific type is within range, you locate the nearest specimen. Attempting to find a specific creature requires a detailed and accurate mental image; if the image is not close enough to the actual creature, the spell fails. You cannot specify a unique character unless you have observed that particular character firsthand (not through divination).

This spell cannot detect objects. It can be fooled by the Disguise skill and the *sorcerous guise*, *unknown*, and *shapechange* spells.

**Diminished Effects:** The spell can detect only a specific creature, and the caster must know its truename for the spell to work.

**Heightened Effects:** The caster may double the spell's range.

**LOCATE OBJECT**

Divination

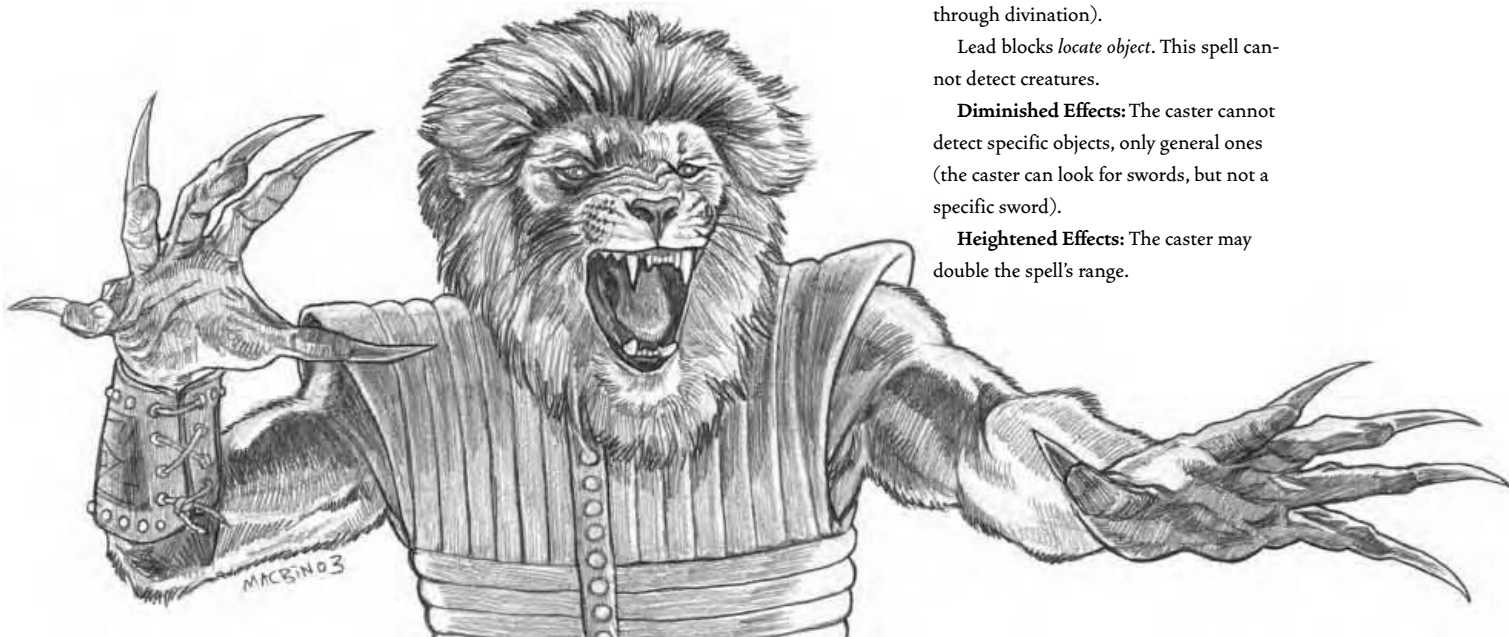
**Level:** 3 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Area:** Circle, centered on you, with a radius of 400 feet + 40 feet/level**Duration:** One minute/level (D)**Saving Throw:** None**Spell Resistance:** No

Your eyes glow with a blue light, and you sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder. You can search for general items such as a stairway, a sword, or a jewel; if more than one of its type is within range, you locate the nearest specimen. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique object (such as "Baron Vulden's signet ring") unless you have observed that particular item firsthand (not through divination).

Lead blocks *locate object*. This spell cannot detect creatures.

**Diminished Effects:** The caster cannot detect specific objects, only general ones (the caster can look for swords, but not a specific sword).

**Heightened Effects:** The caster may double the spell's range.



**LOCATION LORESIGHT**

Divination [Psionic]

**Level:** 2 (Complex)**Casting Time:** Standard action**Range:** 0 feet**Area:** 30-foot-radius spread**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You learn something significant about an area in which you stand. Although the area is a 30-foot spread, if indoors, the spell basically affects one room (the room where you stand). Go through this list, in order; the first bit of lore you do not know, you learn through this spell:

1. When the location was created (if man-made, otherwise skip)
2. Name of last creature to pass through location, if any (other than you)
3. Race of last creature to pass through location, if any (other than you)
4. Name of the location's creator (a natural location, like a glen, was created by nature)
5. Race of the location's creator, if any
6. Name of the location's longest occupant, if any
7. Race of the location's longest occupant, if any
8. Name and race of the current owner or master of the location, if any
9. Brief description of the most significant event to happen in the location
10. Magical ability or property of the location, if any (random if more than one)

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

**Diminished Effects:** N/A**Heightened Effects:** N/A

**Magic Item Creation Modifiers:**  
Constant  $\times 3$ , charged  $\times 2$

**MAGIC ARMOR**

Transmutation

**Level:** 1 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Armor touched (see text)**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

*Magic armor* gives a harness of armor or a shield a +1 enhancement bonus to Armor Class. This spell can also be cast on a creature with no armor, giving a +1 armor bonus to clothing or flesh.

**Diminished Effects:** The spell lasts for 1 round per two levels (maximum 5 rounds).

**Heightened Effects:** The enhancement bonus bestowed by the spell stacks with the enhancement bonus of the armor, if any.

**Magic Item Creation Modifiers:**  
Constant N/A, charged  $\times 2$

**MAGIC CIRCLE**

Abjuration

**Level:** 3 (Complex)**Casting Time:** Standard action**Range:** Touch**Area:** Emanates 10 feet from touched creature**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No (see text)

Beams of dark blue energy flash from your fingers to trace on the ground an intricate circle of magical symbols made of energy. This spell wards all creatures in the area from attacks by outsiders and from mental control. The subjects get a +2 deflection bonus to Armor Class and a +2 resistance bonus on saving throws. Both these bonuses apply against attacks made by outsiders.

The barrier blocks any attempt to possess a warded creature or to exercise mental control over the creature. The protection does not prevent a spell or effect that grants mental commands from being cast on the creature, but it keeps the caster of such a spell from mentally commanding the protected creature. If the warding effect ends before the mental control effect does, the caster would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

This spell has a special function you may choose when casting it. You can focus a *magic circle* inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned crea-

ture. Creatures summoned inside a *magic circle* cannot cross the circle's boundaries. This is particularly useful in conjunction with the *call outsider* or *call undead* spells.

If a creature too large to fit into the spell's area is the subject of *magic circle*, the spell acts as normal for that creature only.

**Diminished Effects:** The caster can only focus the spell inward; thus it serves only as a magical prison.

**Heightened Effects:** A caster who knows the truename of a creature can choose whether to allow the creature to cross the boundaries of the circle (either direction).

**MAGIC WEAPON**

Transmutation

**Level:** 1 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Weapon(s) touched**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

*Magic weapon* gives a melee or ranged weapon a +1 enhancement bonus to attack and damage rolls. You can also cast this spell on a natural weapon, such as an unarmed strike or a beast's claw attack, or on ranged weapon ammunition (one spell affects up to 50 pieces of ammunition—arrows, sling stones, bolts, shuriken, and so on).

**Diminished Effects:** The spell lasts for 1 round, allowing the wielder to make a single round's worth of attacks with it.

**Heightened Effects:** The bonus the spell bestows is a luck bonus, so it stacks with the weapon's enhancement bonus, if any.

**Magic Item Creation Modifiers:**  
Constant N/A, charged  $\times 2$

**MAGNETISM**

Transmutation

**Level:** 2 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** You (your hand)**Duration:** One minute/level (D)**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

Your hand becomes magnetic. If you hold a metal object, you gain a +10 circumstance bonus to resist attempts to disarm you of it. You also gain a +10 circumstance bonus to climb up a metal surface or object (like an iron pipe). Further, when you focus your attention (requiring concentration) on a metal or mostly metal object within 5 feet + 1 foot per caster level weighing less than 1 lb. per level, you drag it toward you at a rate of 1 foot per round.

**Diminished Effects:** The circumstance bonus becomes +5 for resisting disarm attempts and climbing. You cannot draw objects toward you unless they weigh less than 1 lb. and are no more than 5 feet away.

**Heightened Effects:** As much or as little of your body as you desire becomes magnetic, allowing you to hold in each hand a metal object that gains a +10 bonus to avoid disarm attempts. You gain a +10 circumstance bonus to climbing for each magnetic limb that clings to a metallic surface. You can attach a knife to your leg without straps, stand on a metallic plate on the ceiling, and so on.

### MARK ALLIES

Transmutation

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One ally/three levels

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

With a touch from your blue-haloed hand, you designate a creature (or creatures) as your ally. For the spell's duration, the designated creatures remain unaffected by any spell of 3rd level or lower that you cast unless they wish to be affected—as though they had spell resistance and you failed your check. Thus, they can stand in the middle of your *sorcerous blast* unscathed, or walk through a *wall of ice* of your creation.

**Diminished Effects:** The spell affects one creature and protects it only from the next spell cast within the duration.

**Heightened Effects:** The spell affects one ally per level and protects them from all the spells you cast for the duration.

**Magic Item Creation Modifier:**  
Constant ×2

### MASS DEVASTATION

Evocation [See Text]

**Level:** 8 (Complex)

**Casting Time:** 1 full round

**Range:** Long (400 feet + 40 feet/level)

**Area:** Burst with a radius of 10 feet/level

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You blast the area with an element of your choice. The area fills with roaring flames, horrific winds, crashing waves, or falling rocks. No matter which element you choose, the spell inflicts 1d6 points of damage per level (20d6 maximum). Further, it creates a lasting effect based on the element chosen:

- **Air:** The incredibly strong winds knock prone all who failed their save, regardless of size. Flying creatures smash into the ground or walls (if present) and suffer an additional 5d6 points of damage. All flames are extinguished.
- **Earth:** The area fills with stony rubble, gravel, and dirt. Characters who fail their saves are buried and pinned as described in the DMG under “Cave-Ins and Collapses.” All flames are extinguished.
- **Fire:** Flammable objects catch fire, including flammable characters who failed their saving throws.
- **Water:** The waves knock prone all who failed their saves, regardless of size. Non-water-breathers failing their saves must make a Constitution check (DC 15) or begin to drown. All flames are extinguished.

**Diminished Effects:** The spell inflicts a maximum of 15d6 points of damage, with no special after-effects (the stone and



water disappear immediately, the fire blazes out so quickly it cannot set objects alight).

**Heightened Effects:** The area becomes a burst with a radius of 20 feet per level.

**Magic Item Creation Modifiers:** Single-use ×2, spell-completion ×2

## MASSIVE SWORD

Evocation [Force]

**Level:** 5 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One sword

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

**Saving Throw:** None

**Spell Resistance:** Yes

You bring into being a huge, shimmering sword made of force. The sword strikes at any opponent within its range, as you desire, starting the round that you cast the spell. The sword attacks its designated target once each round. Its attack bonus is your level + your spellcasting ability score bonus with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6 + 3 points of damage, with a threat range of 19–20 and critical damage of ×2.

The *massive sword* always strikes from your direction. It does not get a flanking bonus or help a combatant get one. If the sword goes farther from you than the spell range, if it goes out of your sight, or if you stop directing it, it returns to your side and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target. Physical attacks cannot harm the sword, but *dispel magic*, *disintegration*, and similar spells affect it. The sword's Armor Class against touch attacks is 13.

If an attacked creature has spell resistance, make a resistance check the first time the sword strikes the creature. A success at resistance dispels the spell. Otherwise, the sword enjoys its normal full effect on that creature for the duration of the spell.

**Diminished Effects:** The caster must physically wield the sword, so it can attack only adjacent foes (or those farther away, if

the caster naturally has reach). It requires normal actions to attack, using the caster's attack bonus and Strength modifier; the caster is considered proficient, and damage remains 4d6 + 3 points.

**Heightened Effects:** The sword also inflicts +2d6 points of damage of a chosen energy type (acid, cold, electricity, fire, or sonic). The spell takes on the appropriate energy descriptor.

## MENTAL PROTECTION

Abjuration [Mind-Affecting, Psionic]

**Level:** 7 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One living creature

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** Yes

*Mental protection* wards a creature against mind-affecting spells, enchantment (compulsion) spells, and unwanted spell effects with the psionic descriptor. If someone attacks the protected creature in one of these ways during the duration, you make an opposed caster power check with the attacking caster. If you win, you foil the attacker's spell. If the attacking caster wins, the spell resolves normally (with saving throws, spell resistance, and so on, if applicable).

**Diminished Effects:** The duration becomes 10 minutes per level.

**Heightened Effects:** The duration becomes one day per level.

## MIND STAB

Evocation [Mind-Affecting, Psionic]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You focus your mind and create an invisible mental blast that emanates from your head and stabs the mind of another. You must make a ranged touch attack to use the blast to strike a foe. If it hits, you deal 1d6 points of subdual damage + 1 point per level (maximum +10).

**Diminished Effects:** You deal 1d4 points of subdual damage.

**Heightened Effects:** An affected subject also must make Will saving throw or be dazed for 1 round. Dazed characters can't take actions—move, cast spells, use mental abilities, etc. (but they are not stunned).

## MINOR ILLUSION

Illusion (Figment)

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** 0 feet

**Effect:** An image up to 6 inches on all sides

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

**Saving Throw:** Will negates (disbelief)

**Spell Resistance:** No

You create a tiny, immobile image—a very small dagger, a floating ball, a miniature face, etc.—in your open palm.

**Heightened Effects:** The object can move and moves with you, so you can pretend to wield a tiny illusory dagger or create the image of a tiny dancing monkey in your hand.

## MODIFY MEMORY

Enchantment (Compulsion) [Mind-Affecting, Psionic]

**Level:** 4 (Complex)

**Casting Time:** Standard action (see text)

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One living creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You reach into the target's mind and modify up to five minutes of her memory in one of the following ways:

1. Eliminate all memory of an event the target actually experienced. This spell cannot negate spells that affect the subject's mind.
2. Allow the target to recall with perfect clarity an event she actually experienced.
3. Change the details of an event the target actually experienced.
4. Implant a memory of an event the target never experienced.

Casting the spell takes a standard action. If the target fails to save, you proceed with the spell by spending up to five minutes (a



period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the target. If anything disturbs your concentration before the visualization is complete, or if the subject ever moves beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the target's actions, particularly if it contradicts her natural inclinations. The target may dismiss an illogical modified memory as a bad dream or a memory muddled by too much wine. More useful applications of *modify memory* include implanting memories of friendly encounters with you (inclining the target to act favorably toward you), changing the details of a superior's orders to the target, or causing the target to forget she ever saw you or your party. The DM reserves the right to decide whether a modified memory seems too nonsensical to affect the target significantly.

**Diminished Effects:** The caster can modify one minute of memories.

**Heightened Effects:** The caster can modify up to 30 minutes of memories.

**Magic Item Creation Modifier:** Single-use×2

## MUDBALL

Evocation [Earth, Water]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

A ball of gray-brown mud appears in your hand. You can throw this ball with no penalties up to the range of the spell, making a normal ranged (not touch) attack. If successful, the target suffers 1d8 points of earth and water damage (half each) + 1 point of damage per caster level (maximum +5). Further, if the target has eyes and does not have damage reduction, the attack blinds it for 1 round.

**Diminished Effects:** The *mudball* inflicts only 1d6 points of damage and has no other effects.

**Heightened Effects:** The *mudball* inflicts 1d8 points of earth and water damage (half each) + 1d8 additional damage per two caster levels (maximum 5d8).

## MUDDY GROUND

Transmutation [Earth, Water]

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** One 10-foot square/level

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Assuming the ground in the area is at least partially made of earth or stone, you turn the top 3 inches of the surface into mud. Creatures in the area move at half speed and must succeed at a Balance check (DC 15) each round that they take an action in the area; failure means they slip and fall prone in the mud. The mud completely disappears when the spell ends.

**Diminished Effects:** Because the mud is only 1 inch deep, movement is unaffected (Balance check DC 10).

**Heightened Effects:** The mud becomes 12 inches deep, cutting movement to a quarter normal.

## MULTIPLE PERSONALITIES

Enchantment (Compulsion) [Mind-Affecting, Psionic]

**Level:** 7 (Exotic)

**Casting Time:** Standard action (see text)

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One living creature

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You create a secondary, ever-present, and troublesome personality within the target's mind. Any time the target wishes to take an action, he must succeed at a Will saving throw or be faced with indecision and internal bickering; as the spell continues, this bickering becomes less internal—the target begins arguing with himself. A target that fails this Will save remains frozen with indecision for 1d4 rounds, then the player (or DM if the target is an NPC) rolls d%. On a roll of 1 to 50, the target can take the action. On a roll of 51 to 00, the secondary personality wins out and the target does the opposite of the intended action (or as close as possible). For example, if he wanted to attack a foe, he attempts to heal or help the foe for a round instead.

**Diminished Effects:** The spell lasts one hour per level.

**Heightened Effects:** Once affected, the target is automatically frozen with indecision for 1d4 rounds, and then must make the d% roll to see which personality is dominant.

**Magic Item Creation Modifiers:** Single-use ×3, constant ×1.5

## NEUTRALIZE POISON

Transmutation [Positive Energy]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature or object touched (up to 1 cubic foot/level)

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

If your caster power check beats the poison's Difficulty Class, you detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects end, but the spell does not reverse instantaneous effects such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell also neutralizes the poison in a poisonous creature or object. A poisonous creature replenishes its poison at its normal rate.

**Diminished Effects:** The caster power check suffers a –3 penalty.

**Heightened Effects:** In addition to the normal effects, this spell heals damage inflicted by poisons within the last hour.

## NULL MAGIC ZONE

Abjuration

**Level:** 7 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Area:** 10-foot-radius spread

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** See text

You create an immobile area where magic does not function. The area remains impervious to magical effects, including spells, spell-like abilities, and supernatural abilities.

Likewise, it prevents the functioning of any magic items or spells within its confines.

A *null magic zone* suppresses any spell or magical effect used within, brought into, or cast into the area, but it does not dispel it. Time spent within a *null magic zone* counts against the suppressed spell's duration. Golems and other magical constructs, elementals, outsiders, and corporeal undead, still function in a *null magic zone* (though the *null magic zone* suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

If summoned or conjured creatures of any type, as well as incorporeal creatures, enter a *null magic zone*, they wink out. They reappear in the same spot once the zone goes away. Time spent "winked out" counts normally against the duration of the conjuration maintaining the creature. If you cast *null magic zone* in an area occupied by a conjured creature with spell resistance, you must succeed at a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out.

Normal creatures can enter the area, as can normal missiles. The spell has no effect on constructs that are imbued with magic during their creation and thereafter are self-supporting (unless they have been summoned, in which case treat them like any other summoned creatures). Undead and outsiders likewise remain unaffected unless summoned. The zone may temporarily nullify these creatures' spell-like or supernatural abilities, however.

*Dispel magic* does not remove the zone. Two or more *null magic zones* sharing any of the same space have no effect on each other. Laden 9th-level spells remain unaffected by a *null magic zone* (see the individual spell descriptions). Artifacts and creatures of demigod or higher status go unaffected.

*Note:* Should a target creature be larger than the zone's area, any part of the creature that lies outside the zone remains unaffected.

**Diminished Effects:** The area becomes up to a 1-foot-radius spread

**Heightened Effects:** The area becomes a 20-foot-radius spread (S).

**Magic Item Creation Modifiers:** Constant ×5

## OBJECT LORESIGHT

Divination [Psionic]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One object

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

You learn something significant about an object you touch. Go through this list, in order; the first bit of lore you do not know, you learn through this spell:

1. Age of object
2. Name of last creature to touch the object, if any (other than you)
3. Race of last creature to touch the object, if any (other than you)
4. Name of the object's creator (a natural object, like a rock, was created by nature)
5. Race of the object's creator, if any
6. Object's purpose
7. Material(s) that makes up the object
8. Location of the object's creation
9. Name of the most recent owner of the object, if any
10. Magical ability of the object, if any (random if more than one)

Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing.

**Diminished Effects:** N/A

**Heightened Effects:** N/A

**Magic Item Creation Modifiers:** Constant ×3, charged ×2

## OBSCURING MIST

Conjuration (Creation) [Air, Water]

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** 30 feet

**Effect:** 30-foot-wide by 20-foot-high cloud centered on you

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment

(attacks have a 20 percent miss chance).

Creatures farther away have total concealment (50 percent miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses it in 1 round. A fire spell burns away the fog in the explosive or fiery spell's area.

This spell does not function underwater.

**Diminished Effects:** Area becomes a 5-foot spread that is 8 feet high. Duration becomes 1 round per level.

**Heightened Effects:** The cloud moves as you direct, ignoring the wind, up to 10 feet per round.

## OPEN DOOR

Transmutation

**Level:** 5 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** One door or similar closure

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You cause one door to open, regardless of how it is sealed, barred, or locked. Even if affected by multiple locks, an iron bar, and a *lesser sealed door* spell, the door opens. Even if a giant is holding the door closed, it opens. You still must overcome the resistance of a door sealed by *greater sealed door*. A door sealed by a heightened *greater sealed door* spell is immune to this spell.

**Diminished Effects:** The door can be no larger than 6 feet high, 3 feet wide, and 1 inch thick. It remains open for only 1 round per two caster levels (maximum 10 rounds).

**Heightened Effects:** The spell's range becomes Close (25 feet + 5 feet/two levels), and the caster can use this spell to affect doors for 1 round per two caster levels, opening up to one door per round.

## OPEN LOCK

Transmutation

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** One lock

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You cause one lock to unlock if your caster power check beats the lock's Difficulty Class. For a door affected by a *sealed door* spell, the caster power check must overcome the Difficulty Class in the spell's description. Multiple locks require multiple castings of the spell. A magically sealed door that is also locked requires two castings.

**Diminished Effects:** The lock remains open for only 1 round per two caster levels (maximum 5 rounds).

**Heightened Effects:** You gain an additional +5 bonus to your caster power check.

## PEER THROUGH MATTER

Divination

**Level:** 5 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** Concentration (up to 1 round/level)

You can see into and through solid matter. At a range of 20 feet, you can see as if you were looking at something in normal light—even if there's no light at all. For example, if you look into a locked chest, you can see inside it even if it's dark within. This spell can penetrate matter based on your level and the type of material:

### Peering Through Matter

<b>Substance</b>	<b>Thickness Scanned/Round*</b>	<b>Max. Thickness</b>
<i>Organic matter (animal)</i>	2 feet/5 levels	2 feet/level
<i>Organic matter (vegetable)</i>	1 foot/5 levels	2 feet/level
<i>Stone</i>	6 inches/5 levels	1 foot/level
<i>Iron, steel, and so on</i>	Half-inch/5 levels	1 inch/level
<i>Lead, gold, platinum</i>	Cannot penetrate	N/A

\* Thickness penetrated per round of concentration

You can scan an area of up to 100 square feet in 1 round. For example, during 1 round you could scan a stone wall 10 feet wide and 10 feet high. Alternately, you could scan an area 5 feet wide and 20 feet high.

You are 90 percent likely to locate secret compartments, drawers, recesses, and doors using *peer through matter*.

**Diminished Effects:** You can only see through organic matter (wood, leather, etc.).

**Heightened Effects:** The spell lasts 1 round per level with no concentration needed, and double the maximum thicknesses allowed.

**Magic Item Creation Modifiers:** Single-use  $\times 3$ , constant  $\times 1.5$

## PERFECT HEALTH

Evocation [Positive Energy, Truename]

**Level:** 9 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

As *lesser battle healing*, except that you cure all hit point damage as well as all ability score damage, you remove all diseases and poisons from the creature's body, as well as any unwanted conditions such as blindness, deafness, fear, nausea, stun, daze, negative levels, and so on. *Perfect health* even ends unwanted enchantments and transmutations if you make a caster power check (either opposed by the caster of each spell or with a Difficulty Class equal to each spell's save DC, whichever is appropriate).

This spell does not restore permanent ability score drain, lost levels, severed limbs, or lost body parts.

If you use this spell against an undead, the creature must make a successful Will save or be destroyed.

This spell requires the use of an ivory wand worth 800 gp as a material component.

**Diminished Effects:** You heal all hit point damage, but nothing else.

**Magic Item Creation Modifiers:** Single-use  $\times 2$ , spell-completion  $\times 2$

## PERMANENT REST

Necromancy [Positive Energy, Truename]

**Level:** 8 (Complex)

**Casting Time:** One hour

**Range:** Touch

**Target:** One dead creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (see below)

**Spell Resistance:** Yes

You cast *permanent rest* on a corpse that has neither been made into an undead creature nor raised back to life. This spell

prevents the dead creature from being animated as undead or raised from the dead. If the DM determines that the dead subject's soul would not like this effect, she may make a Will saving throw, using the same bonus she had in life. Subjects with spell resistance get no choice—you must always check resistance for this spell.

**Diminished Effects:** The spell works only on dead creatures with willing spirits.

**Heightened Effects:** The effect offers no saving throw (but spell resistance remains).

**Magic Item Creation Modifiers:** Constant  $\times 2$ , single-use  $\times 1.5$ , spell-completion  $\times 1.5$

## PHASE DOOR

Conjuration (Creation)

**Level:** 7 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** Ethereal opening measuring 5 feet by 8 feet and 1 foot/level deep

**Duration:** One usage/two levels

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and reappear when you exit. (You may exit out the other side of the passage into the next room or outdoors, or exit back out the way you entered.) If desired, you can take one other creature, Medium or smaller, through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Even magic that reveals the presence of a *phase door* does not allow its use.

A *phase door* is subject to *dispel magic*. Anyone within the passage when it is dispelled is harmlessly ejected.

You can allow other creatures to use the *phase door* by setting a triggering condition for it. Such conditions can be as simple or elaborate as you desire. You can base them on a creature's name or identity, but otherwise you must base them on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.



**Diminished Effects:** Only the caster can move through the door, and only once.

**Heightened Effects:** The door becomes Permanent, with as many uses as needed.

**Magic Item Creation Modifier:**  
Constant  $\times 2$

### PLANT ARMOR

Conjuration (Creation)  
[Plant]

**Level:** 1 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One hour/level (D)

You cover your body in conjured sheets of bark, shoots of bamboo, thick plant fiber, and leaves. This *plant armor* grants you a +4 armor bonus to Armor Class. This armor is form-fitting and astoundingly flexible, so it confers no armor check penalty or spell failure chance, and it has a maximum Dexterity of +6. It does not affect speed; Medium characters should treat it as Light armor that weighs 10 lbs. (Those not proficient in Light armor suffer a  $-2$  armor check penalty and a 5 percent spell failure chance.) If you cast this spell again while it is already in effect, you conjure a special wooden shield that provides a +2 shield bonus to Armor Class while conferring no armor check penalty, spell failure chance, or maximum Dexterity. It weighs 5 lbs. if you are of Medium size.

**Diminished Effects:** The Armor Class bonus becomes +1 only, and the duration becomes 1 round per level.

**Heightened Effects:** The armor gains a +5 Armor Class bonus, and the shield a +3 shield bonus.

**Magic Item Creation Modifiers:**  
Constant N/A, single-use  $\times 3$

### PORTAL TO ANOTHER PLANE

Conjuration (Creation) [Teleportation]

**Level:** 8 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Effect:** A doorway to another plane that measures up to 10 feet square

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

You create a glowing doorway in mid-air that leads to another plane of existence or an alternate dimension. You must have previously viewed the destination end of the doorway (on the other plane), either normally or through a spell. You can place the door on a wall, or in a normal doorway. You can deactivate it with a specific word that you choose or by the presence of a specific key that you designate. The portal is only one-way.

**Diminished Effects:** The portal only lasts for one hour per level.

**Heightened Effects:** The portal becomes two-way and can be made invisible, even when active, if the caster wishes.

**Magic Item Creation Modifiers:** Single-use  $\times 4$ , spell-completion  $\times 1.5$

### PRECISE VISION

Transmutation

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

You can see details, either small or distant, much more clearly than normal. In addition, you gain a +5 competence bonus to Spot and Search checks.

**Diminished Effects:** The bonus becomes only +1, and the duration becomes 1 round per level.

**Heightened Effects:** The bonus becomes +10.

**Magic Item Creation Modifier:** Constant  $\times 2$ , single-use  $\times 2$

### PREDICT WEATHER

Divination

**Level:** 1 (Simple)

**Casting Time:** One minute

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You learn what type of weather the surrounding locality will experience the next day.

**Diminished Effects:** The spell has only a 50 percent chance of predicting the weather correctly.

Casting it more than once yields the same result each time.

**Heightened Effects:** You can predict the weather for the coming week.

## PRIMAL RELEASE

Transmutation

**Level:** 8 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One living creature (not you)

**Duration:** 10 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You release the primal savage within a single creature. The target grows more bestial and gains a +10 inherent bonus to Strength and Constitution, a +2 inherent bonus to Dexterity, and a –6 penalty to Intelligence and Charisma, as well as a –2 penalty to Wisdom. The target cannot cast spells or use spell-like abilities for the duration, but its base attack bonus increases to +1 per Hit Die (if its current base attack bonus is less). The creature can fight as though it had the Power Attack, Cleave, Improved Cleave, and Sunder feats.

**Diminished Effects:** The duration becomes one minute per level.

**Heightened Effects:** The target gains a +12 inherent bonus to Strength and Constitution, and a +4 inherent bonus to Dexterity. All its other modifications remain the same.

**Magic Item Creation Modifiers:**

Constant  $\times 2$ , spell-completion  $\times 1.5$ , single-use  $\times 1.5$

## PROTECT SOUL

Abjuration

**Level:** 6 (Simple)

**Casting Time:** One hour

**Range:** Personal

**Target:** You

**Duration:** One day/level

This spell protects your soul from harmful spells such as *consume soul* and *trap soul*, as well as from any spell that requires your truename—the name of your soul. It also protects your truename from the *learn truename* spell. The spell does not end with your death; it prevents you from being animated as an undead creature or roused as

an undead spirit. Any time a foe attempts to use such an effect against you, you must make opposed caster power checks. If you succeed, you are safe. If your foe succeeds, resolve the spell normally (with saving throws and spell resistance, if applicable).

**Diminished Effects:** The duration becomes 10 minutes per level.

**Heightened Effects:** This aspect of the spell that keeps you from becoming undead after death becomes permanent if you die with *protect soul* active.

**Magic Item Creation Modifier:**

Constant  $\times 2$ , charged  $\times 1.5$ , single-use  $\times 2$

## PROTECTION FROM ELEMENTS

Abjuration [See Text]

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes

This abjuration grants a creature temporary invulnerability to the selected elemental type (air, earth, fire, or water). When *protection from elements* absorbs 12 points of elemental damage per caster level, it is discharged. The spell protects the target's equipment as well.

*Protection from elements* absorbs only hit point damage. The target could still suffer unfortunate side effects.

The spell takes on the descriptor of the chosen element.

**Diminished Effects:** The duration becomes one minute per level, and the protection covers only 6 points of elemental damage per caster level.

**Heightened Effects:** The spell provides 20 points of protection per caster level.

**Magic Item Creation Modifier:**

Constant  $\times 1.5$

## PROTECTION FROM ENERGY

Abjuration

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes

This abjuration grants a creature temporary invulnerability to the selected energy type (acid, cold, fire, electricity, or sonic). When *protection from energy* absorbs 20 points of energy damage per caster level, it is discharged. The spell protects the target's equipment as well.

*Protection from energy* absorbs only hit point damage. The subject could still suffer unfortunate side effects.

The spell takes on the descriptor of the chosen energy type.

**Diminished Effects:** The duration becomes one minute per level, and the protection covers only 12 points of energy damage per caster level.

**Heightened Effects:** The spell provides 30 points of protection per caster level.

**Magic Item Creation Modifier:**

Constant  $\times 1.5$

## PROTECTIVE CHARM

Enchantment (Charm) [Mind-Affecting]

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** Up to one creature/level (of your general type), no two of which may be more than 30 feet apart

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

With a flash of bright light, you charm creatures so that they will not attack you. The spell alters their behavior in only one way: If they wish to attack you, they choose to do something else (move away, attack someone else, and so on, depending on the creature and the situation).

The spell works against creatures of the same general type as the caster. So if you are a litorian, the spell works against all humanoids. If you are a medusa, it works against all monstrous humanoids.

**Diminished Effects:** The spell affects only one target.

**Heightened Effects:** The spell affects any type of living creature.

**Magic Item Creation Modifier:**

Constant  $\times 1.5$

**PSYCHIC BLAST**

Enchantment (Charm) [Mind-Affecting, Psionic]

**Level:** 8 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** Cone

**Duration:** Instantaneous

**Saving Throw:** Will partial

**Spell Resistance:** Yes

You blast out a cone of disruptive thoughts. Creatures caught in the cone suffer 1d6 points of damage per caster level (maximum 20d6). Those who fail their saving throws also suffer 1d4 points of temporary Wisdom damage and 1d4 points of temporary Intelligence damage.

**Diminished Effects:** The spell inflicts only hit point damage, not ability score damage.

**Heightened Effects:** *Psychic blast* inflicts 1d8 points of temporary Wisdom damage and 1d8 points of temporary Intelligence damage in addition to the usual hit point damage.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

**PURGE AKASHIC MEMORY**

Transmutation [Psionic]

**Level:** 9 (Exotic)

**Casting Time:** One day

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One fact or memory of an event

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You reach into the akashic memory and modify up to five minutes of collective memory or the details of a single fact in one of the following ways:

1. Eliminate all memory of an event that people still living actually experienced. All creatures (except for you and those you designate) forget the event. This use of the spell can even undo the effects of a mind-affecting spell cast during that event.
2. Erase the details of a fact that no one living (except perhaps you) remembers or knows, but which lies within the akashic memory. This use of the spell eradicates the fact forever. If someone living does know the fact, the spell fails, although it does reveal the name of the

one who knows. A single fact includes the password to open an ancient tomb, the truename of a creature, or the location of a long-dead city.

3. Change the details of an event that no one living remembers or knows about, but which lies within the akashic memory. If someone living does know the details of the event, the spell fails, although it does reveal the name of the one who knows.
4. Implant a false memory of an event or a fact into the akashic memory. If this use of the spell results in multiple “answers” to a question that an akashic seeks in the akashic memory, the akashic has an equal chance of discovering any one of them. The character gets no warning that there are multiple answers.

*Purge akashic memory* does not affect written records. You do not have to be an akashic to cast this spell.

Casting this spell requires the breaking of a material component: a wooden staff worth 10,000 gp and prepared specially by an akashic of at least 15th level.

**Diminished Effects:** This spell can erase (but not change) one minute of memories of an event, or one single fact in the akashic memory that no one knows or remembers, but it cannot affect living people’s memories. If someone living does retain the fact or memory, the spell fails and provides no information.

**Magic Item Creation Modifiers:** Single-use  $\times 4$ , spell-completion  $\times 3$ , constant  $\times 1.5$

**RAIMENT**

Transmutation

**Level:** 0 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

You change your current clothing (not armor or other gear) into a different style of clothing. For example, you could change your beautiful gown into a more practical tunic and breeches if you found yourself in danger, or turn your ratty old cloak into a noble robe for a surprise meeting with the duke.

**Heightened Effects:** For the duration, you can make numerous changes to your clothing (up to one per round; each change requires a standard action to invoke). You can also disguise and hide (through illusion) your armor, weapons, and gear, although creatures that interact with you in a meaningful way can make a Will (disbelief) save to notice them. You cannot create armor, weapons, or gear with *raiment*. This version of this spell takes on the illusion (glamer) school.

**Magic Item Creation Modifier:**

Constant  $\times 2$ , single-use  $\times 2$

**RAISE THE DEAD (LESSER)**

Necromancy [Positive Energy, Truename]

**Level:** 7 (Complex)

**Casting Time:** Eight hours

**Range:** Touch

**Target:** One dead creature

**Duration:** Instantaneous

**Saving Throw:** None (see text)

**Spell Resistance:** Yes (harmless)

If you cast this spell seven times on seven consecutive days, you restore life to a deceased creature. You can raise creatures who have been dead only up to 1 day per caster level (measured from the first day’s casting of this spell). In addition, the subject’s soul must be free and willing to return. If the subject’s soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw.

*Lesser raise the dead* cures hit point damage up to a total of 1 hit point per Hit Die. Any ability scores damaged to 0 rise to 1. All of the subject’s spell slots (if any) are considered used. Any spells (other than harmful curses and so forth) active on the subject—even permanent ones—are now gone. Normal poison and normal disease are cured in the process of raising the subject, but the spell does not undo magical diseases and curses. While the spell closes mortal wounds and repairs lethal damage of most kinds, the subject’s body must be whole. Otherwise, missing parts remain missing when the subject returns to life. If so much of the body is missing that the subject could not survive (a missing head, heart, etc.), the subject dies again in 1d4 rounds. This spell does not affect the subject’s equipment or possessions in any way.

*Lesser raise the dead* cannot restore a subject that has been turned into an undead creature. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one level when raised, just as if he had lost a level to an undead's energy drain. This level loss cannot be repaired by any spell. If the subject is 1st level, he loses 1 point of Constitution instead.

Each casting of this spell consumes as a material component a pearl worth at least 500 gp. (So restoring someone to life requires seven pearls.)

**Diminished Effects:** The final spell has only a 50 percent chance of working, even if the subject's soul is willing. If it fails, the caster must begin the entire process again.

**Heightened Effects:** The spell can bring back those who have been dead for one week per caster level, and the subject is fully healed when the spell is done.

**Magic Item Creation Modifiers:** All ×2

## RAISE THE DEAD (GREATER)

Necromancy [Positive Energy, Truename]

**Level:** 9 (Complex)

**Casting Time:** 12 hours

**Range:** Touch

**Target:** One dead creature

**Duration:** Instantaneous

**Saving Throw:** None (see text)

**Spell Resistance:** Yes (harmless)

As *lesser raise the dead*, but you can raise creatures who have been dead up to one month per caster level.

You must have some piece of the dead body (even a hair will do) to restore it to life. This spell restores the subject to full health—it cures all hit points, ability score damage, and rids the subject of all poisons, diseases, and unwanted conditions.

*Raise the dead* cannot restore a subject who has been turned into an undead creature.

Each casting of this spell consumes as a material component a pearl worth at least 1,000 gp. (So restoring someone to life requires seven pearls.)

**Diminished Effects:** The spell requires that the body be whole. Otherwise, missing parts remain missing when the subject

returns to life. If so much of the body is missing that the subject could not survive (a missing head, heart, etc.), the subject dies again in 1d4 rounds.

**Magic Item Creation Modifiers:** All ×2

## READ MAGIC

Divination

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

By means of *read magic*, you can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once you have cast the spell and read the magical inscription, you can thereafter read that particular writing without *read magic*. You can read at the rate of one page (250 words) per minute. The spell also allows you to identify a rune created by a runethane.

**Magic Item Creation Modifier:** Single-use ×2

## READ MIND

Divination [Mind-Affecting, Psionic]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One living creature

**Duration:** Concentration, up to one minute/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can read the surface thoughts of another creature. When casting *read mind* upon a creature of animal intelligence (Intelligence score of 1 or 2) you can pick up only simple, instinctual thoughts.

**Diminished Effects:** The duration becomes 1 round.

**Heightened Effects:** The caster can switch targets during the duration; each target gets its own Will save. A target that makes a successful save cannot be affected later by the same casting.

**Magic Item Creation Modifier:** Constant ×2

## REDUCE WEIGHT

Transmutation

**Level:** 0 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature or object

**Duration:** 10 minutes/level (D)

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

**Spell Resistance:** Yes (harmless)

By altering the effect of gravity on one creature or object touched, you make the target effectively lighter by up to 20 lbs. per level. You can't reduce a target to less than half its original weight; the spell does not affect creatures or objects weighing less than 1 lb. Weapons reduced to half their weight carry a -1 circumstance penalty to damage. Hardness and durability go unaffected. Creatures affected by this spell gain a +1 circumstance bonus to Jump checks.

Although you can use *reduce weight* to reduce a character's overall encumbrance or make a heavy bit of treasure easier to carry away from where it was found, the spell becomes particularly useful when casting *teleport* and other weight-based spells.

**Heightened Effects:** The spell reduces weight by 50 lbs per level and can reduce a target's weight to 1 lb., even if that is less than half its original weight. Weapons reduced to less than half their original weight inflict half damage (this affects only the weapon's actual die-roll result, not any modifiers due to Strength, magic, and so on). Creatures affected by this spell gain a +5 circumstance bonus to Jump checks.

**Magic Item Creation Modifier:** Constant ×3, single-use ×1.5

## REGENERATION

Transmutation [Positive Energy]

**Level:** 8 (Exotic)

**Casting Time:** 3 full rounds

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

The subject's severed body members, broken bones, and ruined organs grow back. After you cast the spell, it takes 1 round to complete the physical regeneration, assuming the severed members are present and touching the

creature; it takes 2d10 rounds otherwise. The subject also heals 3 hit points per round for the next 2d10 rounds +1 round per caster level (up to +20), up to the character's maximum.

This spell does not restore ability damage.

**Diminished Effects:** It takes 1d6+4 hours to fully regenerate lost body parts, broken bones, and ruined organs.

**Heightened Effects:** The subject regains 5 hp per round until fully healed, in addition to the normal regrowth of body parts.

**Magic Item Creation Modifiers:**

Constant ×5, single-use ×3, spell-completion ×1.5

### REMOVE CURSE

Abjuration [Truename]

**Level:** 4 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature or item touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Remove curse* takes away all curses from an object or a person if you succeed at a caster power check (either opposed by the caster of each curse or with a Difficulty Class equal to the save DC of each curse, whichever is appropriate). *Remove curse* does not take the curse away from a cursed shield, weapon, or suit of armor, although the spell typically enables the character afflicted with any such cursed item to remove and get rid of it.

**Diminished Effects:** The spell does not remove the curse, but it does suppress the effects for 1d6 hours.

**Heightened Effects:** The caster gains a +5 bonus to the caster power check to remove the curse.

### REMOVE DISEASE

Transmutation [Positive Energy]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

*Remove disease* cures all diseases that the subject suffers from if you succeed in a caster power check against the saving throw

Difficulty Class of the disease. This spell also kills parasites.

Since the spell's duration is Instantaneous, it does not prevent re-infection if the subject is exposed to the same disease again later.

**Diminished Effects:** The caster power check suffers a –3 penalty.

**Heightened Effects:** In addition to the normal effects, the spell heals any damage inflicted by diseases within the last week.

### REMOVE MALADY

Transmutation [Positive Energy, Truename]

**Level:** 5 (Complex)

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Remove malady* takes away one horrible malady affecting a creature, such as paralysis, blindness, deafness, madness, petrification, vitrification, fear, a poison, or a disease. You must succeed at a caster power check against the caster of the spell that inflicted the malady or against the malady's Difficulty Class, whichever seems more appropriate. However, if the malady is the natural result of some other injury (paralysis due to spinal injury, blindness due to destroyed eyes, and so on), *regeneration* is the only recourse.

**Diminished Effects:** Even after a successful caster power check, there is only a 50 percent chance that the spell will work.

**Heightened Effects:** The casting time becomes one standard action.

**Magic Item Creation Modifier:** Single-use ×2

### REPAIR (LESSER)

Transmutation

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** 10 feet

**Target:** One object of up to 1 lb.

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You repair a broken or damaged object as it hums and glows with an orange light. For example, this spell will weld a broken

ring, a chain link, a medallion, or a slender dagger. You can invisibly rejoin pieces of ceramic or wooden objects to be as strong as new. A hole in a leather sack or wineskin is completely mended with *lesser repair*.

If an object is damaged, this spell restores 1d10 of its lost hit points. The spell can repair a magic item but does not restore the item's magical abilities.

**Heightened Effects:** The object can weigh up to 10 lbs. per caster level; when restoring an object's lost hit points, the spell restores 2d6 points + 1 point per caster level.

### REPAIR (GREATER)

Transmutation

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** 10 feet

**Target:** One object

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

As *lesser repair*, except that it can restore even an object shattered into bits, although the object must weigh no more than 50 lbs. per caster level in its finished form.

If an object is damaged, this spell restores 1d6 of its lost hit points per caster level (maximum 10d6), no matter what its size. The spell can repair a magic item but does not restore the item's magical abilities. You can even use this spell to repair ramshackle (but still relatively whole) buildings or breaches in a castle's walls, for example.

**Diminished Effects:** This spell can restore only broken or damaged objects up to 20 lbs. per caster level.

**Heightened Effects:** This spell can repair broken items of up to 100 lbs. per caster level, and it restores 1d8 hit points per level to a damaged object (maximum 15d8).

### RESILIENT SPHERE (LESSER)

Evocation [Force]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** Sphere up to 1 foot/level in diameter, centered around a creature

**Duration:** One minute/level (D)

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes



With a wave of your hand, a globe of force encloses a single creature (and only one), provided the creature is small enough to fit within the sphere. The sphere contains the subject for the spell's duration. The sphere can withstand 100 points of damage per caster level. Attacks on the sphere do not harm the subject. Nothing can pass through the globe, inside or out, though the subject can breathe normally. The subject may struggle, but the only effect is to move the sphere slightly—the subject cannot damage it. The globe can be physically moved, either by people outside it or by the struggles of those within.

**Diminished Effects:** The sphere has only 25 hit points per caster level.

**Heightened Effects:** The sphere has 200 hit points per caster level and can measure up to 2 feet per level in diameter.

## RESILIENT SPHERE

(GREATER)

Evocation [Force]

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** Sphere up to 3 feet/level in diameter, centered around a creature

**Duration:** Permanent (D)

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

*As lesser resilient sphere*, except the sphere can withstand 200 points of damage per caster level. Further, only you can move the globe (requires concentration), up to your normal speed.

**Diminished Effects:** The sphere has a duration of only one minute per level. It measures only 2 feet per level in diameter.

**Heightened Effects:** Damage inflicted upon the sphere is also inflicted upon the creature within.

**Magic Item Creation Modifier:** Single-use ×2

## RESISTANCE

Abjuration

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One creature or object

**Duration:** 10 minutes/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The target gains a momentary halo of soft violet light. For the duration, the target gains a +1 resistance bonus to all saving throws. For every five caster levels, the target gains an additional +1 to the resistance bonus (maximum +5).

**Diminished Effects:** The bonus never exceeds +1, and it applies only to the first saving throw made during the duration.

**Heightened Effects:** The duration becomes one hour/level.

**Magic Item Creation Modifiers:**

Constant N/A

## RESTORATION

Transmutation [Positive Energy, Truename]

**Level:** 5 (Complex)

**Casting Time:** 3 rounds

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Restoration* dispels any magical effects reducing one of the subject's ability scores. The spell also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only when one day or less per caster level has passed since the subject lost it.

The spell cures all temporary ability damage, and it restores 1 point permanently drained from a single ability score (caster's choice if more than one is drained).

*Restoration* never restores levels or Constitution points lost due to death.

**Diminished Effects:** The spell cures only temporary ability damage in one score. It does not restore lost levels, though it does dispel negative levels.

**Heightened Effects:** The spell restores all lost levels and all points permanently drained from a single ability score.

## REVIVIFICATION

Transmutation [Positive Energy]

**Level:** 5 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One dead creature

**Duration:** One minute/level (D)

**Saving Throw:** None (see text)

**Spell Resistance:** Yes (harmless)

Your hands glow with bright green energy, which you transfer to a corpse you touch. The energy brings one dead creature immediately back to life. The target cannot have been dead for more than one minute per caster level. The target has 1 hp per Hit Die. Any ability scores damaged to 0 increase to 1. Any spell slots available at the time of death are still available to the target now. Spells active on the target whose durations have not ended remain active. The process of revivifying the subject does not cure normal poison and normal disease, nor does it undo magical diseases and curses. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be revivified must be whole. Otherwise, missing parts are still missing when the creature comes back to life. This spell does not affect any of the dead creature's equipment or possessions in any way.

The target stays alive for the duration, after which time it dies again (regardless of any healing gained) unless someone casts *stabilize soul* spell on the target. *Revivification* does not work on targets who die a second time in this way. (If a creature returns from the dead thanks to *raise the dead* or is stabilized with *stabilize soul*, then dies again in different circumstances, *revivification* will work again).

An undead creature targeted with this spell must make a Will saving throw or become normally dead once again.

**Diminished Effects:** The duration becomes only 1 round per level. The spell has no effect on undead.

**Heightened Effects:** The duration becomes one hour per level. If *raise the dead* is cast (once) on a target under the effects of this spell, the creature remains alive (as normal) and loses a point of permanent Constitution drain rather than a level. A 1st-level character loses a point of Constitution normally.

**Magic Item Creation Modifier:** Single-use ×4, all others ×2

**RIDE THE LIGHTNING**

Evocation [Electricity, Teleportation]

**Level:** 7 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)**Area:** A 5-foot-wide line**Duration:** Instantaneous**Saving Throw:** Reflex negates**Spell Resistance:** Yes

You loose a bolt of lightning from your hand. It fills the area, while at the same time you disappear. Anyone in the area suffers 1d6 points of electricity damage per caster level (maximum 15d6). You appear again, safely, where the lightning bolt ended, having “ridden the lightning.”

**Diminished Effects:** The spell inflicts a maximum of 10d6 points of damage, and the range is Medium (100 feet + 10 feet/level).

**Heightened Effects:** The spell inflicts a maximum of 20d6 points of damage, plus you can make the line 10 feet wide if you wish it—otherwise, the range doubles (800 feet + 80 feet/level).

**ROCK’S HAND**

Evocation [Earth]

**Level:** 7 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** 10-foot-wide hand**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

You create a large stone hand that rises up out of the ground where you wish (including under a foe). This hand can grapple one opponent that you select. The stone hand gets one grappling attack per round. Its attack bonus to make contact is half your level + 10 for the hand’s Strength score (31) – 1 for being Large. Its grapple check is this same figure, except with a +4 bonus for being Large instead of –1. It holds but does not harm creatures it grapples.

The hand can interpose itself between you and your opponent. Interposing provides you with nine-tenths cover (+10 bonus to Armor Class) against that opponent. You can make the hand move by spending a move-equivalent action to direct it. It moves along the ground, limited to traveling atop the earth (it cannot, for example cross water

or a pit) at a speed of 10 feet. Its movement causes a wakelike disturbance in the ground that immediately repairs itself.

The hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you have when undamaged, and its Armor Class is 20 (–1 size, +11 natural). It suffers damage as a normal creature, but most magical effects that don’t cause damage do not affect it. The hand makes saving throws as if it were you.

You must cast *rock’s hand* while standing upon the ground, underground, or upon a stony or earthen surface.

**Diminished Effects:** The hand is Medium in size, only 5 feet high. It has a Strength of 20 (+5 bonus) and can only grapple opponents of its own size or smaller. It has half the caster’s total number of hit points and AC 21. It cannot interpose or move from the spot where it was created.

**Heightened Effects:** Two hands rise up out of the ground within range. Each can act independently, or they can cooperate, attacking with a bonus of the caster’s whole level + 10 for the hand’s Strength score (31) – 1 for being Large. Their grapple check is this same figure, except with +4 for being Large instead of –1.

**ROUSE UNDEAD SPIRIT**

Necromancy [Negative Energy]

**Level:** 6 (Complex)**Casting Time:** One hour**Range:** Close (25 feet + 5 feet/two levels)**Target:** The corpse of one creature with fewer Hit Dice than you**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You must cast this spell at night. *Rouse undead spirit* calls the soul of a dead creature and makes it into an undead spirit. Only a small part of the dead creature’s body need be present for the casting, but multiple parts of a single dead creature cannot rouse more than one undead spirit. Black energy flows over the remains, and the spirit of the creature rises up out of the corpse. Immediately, the spirit must make a Will saving throw. If the save fails, the undead must obey your verbal commands. If it succeeds, the creature remains in con-

rol of its own will. It can attempt a second saving throw (if the DM deems that it would wish to). If the second save succeeds, the creature's soul returns to its normal afterlife, and the corpse crumbles to dust.

If it was not twisted before, the bodiless soul of the creature, now cursed to roam the physical world again, quickly becomes

corrupt, vengeful, and malevolent. An uncontrolled undead spirit attempts to slay its creator as quickly as it can. An undead created by this spell enjoys all the abilities it possessed in life, modified by the incorporeal undead template (see sidebar).

You can control only one undead at a time. Any attempt to create a second undead or

rouse a second undead spirit while you already control one always frees the first undead created or roused. The only exceptions to this are undead whose truenames you know (these do not count against your total of one controllable undead at a time) or undead under the effects of a *control undead* spell.

Creatures whose souls are not available cannot be made into undead. Thus, even if a large portion of the body of a still-living (or once again living) creature is available, it cannot be roused as an undead spirit. Likewise, creatures with trapped or protected souls cannot be roused.

Casting this spell requires 1,000 gp worth of special oils to sprinkle over the corpse.

**Diminished Effects:** The undead spirit moves only at half its normal move rate and can take only one action per round, either a move-equivalent or a standard action, but not both.

**Heightened Effects:** The undead spirit gains +1 hp per Hit Die, and the creature gains a special ability (see sidebar).

**Magic Item Creation Modifier:** Constant ×2

## Incorporeal Undead

*Incorporeal undead are bodiless spirits that remain in the corporeal world through the power of negative energy. Their existence is a corruption and an abomination upon the natural order of the world.*

*"Incorporeal undead" is a template you can add to any non-undead, corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to Undead. It retains all type modifiers.*

*The undead creature uses all the base creature's statistics and special abilities except as noted here.*

**Hit Dice:** Change Hit Dice to d12.

**Speed:** All incorporeal creatures fly at their normal speed with perfect maneuverability.

**Armor Class:** The incorporeal undead loses all natural armor bonuses and instead gains a deflection bonus to Armor Class equal to half its Hit Dice. Magic armor and shields worn in life become "ghostly armor," and their magical enhancement bonuses still add to the creature's Armor Class (but not the armor or shield bonuses).

**Attacks:** The incorporeal undead creature retains all the natural attacks, weapons, equipment, and weapon proficiencies of the base creature. The natural weapon attacks become touch attacks modified by Dexterity rather than Strength. The base creature's attack bonuses do not change (except where affected by ability score modifications).

**Damage:** The incorporeal undead's attacks inflict numbing damage based on its size (see table, below). Magic weapons it possessed in life become "ghostly weapons" that magically inflict as much damage as they would have in life, including the base creature's original Strength bonus.

Size	Numbing Damage
Diminutive	1d2
Fine	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	6d6

**Special Attacks:** The incorporeal undead creature retains all the base creature's special attacks. Spells cast by incorporeal undead spellcasters work normally. Further, all incorporeal undead creatures have the energy drain ability, below. Those created with the heightened version of rouse undead spirit also have the create spawn ability.

**Energy Drain (Su):** Living creatures hit by an incorporeal undead creature's incorporeal touch attack receive a negative level. The Fortitude save to remove a negative level has a Difficulty Class of one-half the total levels of the base creature + the modified incorporeal undead creature's Charisma modifier.

**Create Spawn (Su):** Anyone slain by the energy drain ability of an incorporeal undead creature becomes an incorporeal undead creature in 24 hours. Spawn are under the command of the incorporeal undead creature that created them and remain enslaved until its death.

**Special Qualities:** The incorporeal undead creature retains all special qualities the base creature once had. All incorporeal undead creatures gain darkvision (60-foot range), the Undead type (see the MM for details), and the following two qualities:

**Unnatural Aura (Su):** Animals (and sometimes young children) can sense the unnatural presence of an incorporeal undead creature at a distance of 30 feet. They do not willingly come nearer than that, and they panic if forced to do so; they remain panicked as long as they stay within that range.

**Sunlight Powerlessness (Ex):** Incorporeal undead creatures become utterly powerless in natural sunlight and flee from it. An incorporeal undead creature caught in sunlight cannot attack and can take only partial actions.

**Abilities:** Modify the base creature as follows: Str —, Dex +4, Con —, Int +0, Wis +0, Cha +2.

**Challenge Rating:** As the base creature's +3.

## SAFE FALL

Transmutation

Level: 1 (Simple)

Casting Time: See text

Range: Close (25 feet + 5 feet/two levels)

Targets: Any free-falling objects or creatures in a 10-foot radius whose weight totals up to 300 lbs./level

Duration: Until landing

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The creatures or objects affected by this spell, even though they fall at the normal rate, suffer no damage if they fall less than 50 feet + 10 feet per caster level. A target that falls into sharp objects, like spikes, suffers half damage from them. This spell does not protect a target from damage sustained by falling into a hazardous substance, like lava or acid.

You can cast *safe fall* quickly enough to save someone who unexpectedly falls. Casting the spell is a free action and can be cast out of turn, although no more than once per round.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If you cast *safe fall* on a falling item, the item does half normal damage based on weight with no bonus for the drop's height.

The spell works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

**Diminished Effects:** The spell affects only one creature or object (of Medium size or smaller); one can safely fall 10 feet per level (maximum 50 feet).

**Heightened Effects:** Affected creatures or objects can fall an unlimited distance without suffering damage.

### SAVING GRACE

Abjuration

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One round/level (D)

A flash of violet energy surrounds your eyes momentarily. When you cast this spell, you must specify a saving throw type: Fortitude, Reflex, or Will. For the duration, you gain a +1 luck bonus to that saving throw category.

**Heightened Effects:** The duration becomes one minute per level, and the bonus is +3.

**Magic Item Creation Modifier:** Constant N/A, single-use ×2

### SCENT BANE

Abjuration

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature or object

**Duration:** One minute/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The scent ability does not help creatures find targets of this spell; they have no scent.

**Heightened Effects:** The duration becomes 10 minutes/level.

**Magic Item Creation Modifier:** Constant ×3

### SCENT TRACKER

Transmutation

**Level:** 1 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

You gain the scent ability (as described below) and can use it to help find creatures, track, and so on. You can identify familiar odors just as you do familiar sights.

You can detect opponents within 30 feet by sense of smell. For upwind opponents, the range increases to 60 feet; if they are downwind, it drops to 15 feet. You can detect strong scents, such as smoke or rotting garbage, at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, you don't determine its exact source—only its presence somewhere within range. You can take a standard action to note the direction of the scent. If you move within 5 feet of the source, you can pinpoint that source.

You can follow tracks by smell, making a Wisdom check to find or follow a track. Following a fresh trail is typically DC 10 (no matter what kind of surface holds the scent). This Difficulty Class increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the trail's age. For each hour that the trail has grown colder, the Difficulty Class increases by 2. Otherwise, follow the rules for the Track feat, but ignore the effects of surface conditions and poor visibility.

**Diminished Effects:** Duration becomes 1 round per level.

**Heightened Effects:** The duration becomes one hour per level, and you gain a +5 bonus to all checks required to track with scent.

**Magic Item Creation Modifier:** Constant ×3, single-use ×2

### SCREAM

Evocation [Sonic]

**Level:** 2 (Complex)

**Casting Time:** One action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You let loose with a shrill scream. A target you designate (no attack roll needed) suffers 1d8 points of sonic damage + 1 point of temporary Constitution damage +1 point of Constitution damage per five caster levels.

**Diminished Effects:** The target suffers only 1d8 points of sonic damage.

**Heightened Effects:** The target is stunned for 1 round in addition to the spell's other effects.

### SCRYING

Divination [Psionic]

**Level:** 5 (Complex)

**Casting Time:** One hour

**Range:** See text

**Effect:** Magical sensor

**Duration:** One minute/level

**Saving Throw:** None

**Spell Resistance:** No

Succeeding at a caster power check allows you to see and hear another creature, who may be at any distance from you. The Difficulty Class of the check depends on how well you know the creature and what sort of physical connection (if any) you have to that creature (see table, below). Furthermore, if the creature is on another plane, you suffer a –5 penalty on the caster power check.

Knowledge	DC
None*	30
Secondhand (you have heard of the subject)	25
Firsthand (you have met the subject)	20
Familiar (you know the subject well)	15

\* You must have some sort of connection to a creature you have no knowledge of (see below).

Connection	Caster Power Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, etc.	+10

DC Mod.	Subject's Circumstance
+15	Standing within 20 feet of a large energy/heat source such as a pool of lava or an interplanar gateway
+10	Holding a source of magical power of at least lesser artifact strength
+10	<i>Duplicate</i> or <i>shapechange</i> in effect
+5	Standing within 20 feet of a large amount (at least 100 lbs.) of lead
+5	<i>Sorcerous guise</i> in effect
+1/point over a DC 25 check	Using the Disguise skill

DC Mod.	<b>Scrier's Circumstance</b>
+10	Standing within 20 feet of a large energy/heat source (see above)
+5/attempt	Previous attempt at same subject failed

This spell creates a magical sensor located near the subject; the sensor cannot move. Any creature with Intelligence 12 or higher can notice the sensor by making a Spot check (DC 20). However, only you may see through the *scrying* sensor.

**Diminished Effects:** Casting this version of the spell requires a focus component: a mirror worth at least 1,000 gp.

**Heightened Effects:** The caster may cast these spells through a *scrying* spell: *read minds*, *read magic*, *tongues*, and *darkvision*. *Detect magic* and *telepathy* have a 5 percent chance per caster level of operating correctly.

### SEALED DOOR (LESSER)

Abjuration

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Area:** One door, no larger than 10 feet by 10 feet by 2 feet

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** No

You create a magical seal around a door (or the lid of a chest or similar doorlike construction) that makes it difficult to open. This seal cannot be picked like a lock, nor can it be disabled like a trap. One can open the door by forcing it with brute strength (break DC 25).

If the door is already stuck, locked, or barred, this spell adds a +10 bonus to the normal break Difficulty Class. A character with the Brandish Magical Might feat can also open the door with a successful caster power check (DC 25). *Bypass ward* can suppress this spell if a caster succeeds at a caster power check (DC 17).

**Diminished Effects:** The duration becomes one hour per level, with a break DC 20, or +5 normal.

**Heightened Effects:** The caster can set up a password or special key to allow anyone to negate the seal for 1 round.

**Magic Item Creation Modifier:** Single-use ×2

### SEALED DOOR (GREATER)

Abjuration

**Level:** 5 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Area:** One door, no larger than 20 feet by 20 feet by 3 feet

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** No

You create a magical seal around a door (or the lid of a chest or similar doorlike construction) that makes it difficult to open. Further, the door becomes virtually impervious to harm and resistant to magic. This seal cannot be picked like a lock, nor can it be disabled like a trap. One can open the door by forcing it with brute strength (break DC 35). If the door is already stuck, locked, or barred, this spell adds a +20 bonus to the normal break Difficulty Class. A character with the Brandish Magical Might feat can also open the door with a successful caster power check (DC 35). Further, the door gains 20 points of hardness and SR 25 to resist spells that would affect it, such as *disintegration*, *bypass ward*, or *open door*.

You can set up a password or a special key to allow anyone to negate the seal for 1 round.

**Diminished Effects:** Hardness increases by +5, and the door gains no spell resistance.

**Heightened Effects:** The door's hit points double, and it has SR 30. It becomes immune to *open door*.

**Magic Item Creation Modifier:** Single-use ×2

### SECURITY

Abjuration

**Level:** 6 (Complex)

**Casting Time:** One minute

**Range:** 0 feet

**Area:** Three 10-foot cubes per level

**Duration:** One hour/level

**Saving Throw:** None

**Spell Resistance:** No

The warded area becomes proof against any spell or effect of the divination school or any spell with the teleportation descriptor. If someone attempts a divination against anything in the warded area, tries to teleport into the warded area, or attempts to cast a divination or teleportation spell in the warded area, the caster of the prohibited spell must beat you in an opposed caster power check.

**Diminished Effects:** The spell wards only against teleportation spells, not divinations.

**Heightened Effects:** The spell becomes Permanent and also keeps out incorporeal creatures (unless their caster power check beats the caster's).

### SEE INVISIBILITY

Divination

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** Cone

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You see any invisible objects or beings as if they were visible normally. Invisible creatures appear to have a bit of a glow around them (so you know they must be invisible to others).

*See invisibility* 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 that are simply hiding, concealed, or otherwise hard to see.

**Diminished Effects:** Duration becomes 1 round per level

**Heightened Effects:** One other creature that is touching you can also see invisible objects or beings.

**Magic Item Creation Modifier:**

Constant ×2, single-use ×2

### SEEKER

Transmutation

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** Until discharged (no more than 1 round/level) (D)

Your eyes glow with golden power until the spell ends. Next time you make a ranged attack, add a +2 competence bonus to attack and damage rolls. Used once, the spell ends.

**Heightened Effects:** The bonus is +5.

**Magic Item Creation Modifier:**

Constant N/A, single-use ×2

### SENSE THOUGHTS

Divination [Mind-Affecting, Psionic]

**Level:** 0 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One creature

**Duration:** Concentration (up to 1 round/level)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

After you have used *contact* on a creature, at any time for the next 24 hours you can cast *sense thoughts* if that creature is within range. You do not need to have line of sight to the creature. This spell reveals the creature's location and general emotional state.

**Heightened Effects:** You do not need to have used *contact* on the target(s) previously—you become aware of the locations of all thinking beings within range who fail their saving throw.

**Magic Item Creation Modifier:**  
Constant ×2

## SHAPE ELEMENT

Transmutation [See Text]

**Level:** 6 (Complex)

**Casting Time:** Five minutes

**Range:** Close (25 feet + 5 feet/two levels)

**Area:** One 10-foot cube per level (S)

**Duration:** One minute/level (see text)

**Saving Throw:** None

**Spell Resistance:** No

You take any existing amount of one element (air, earth, fire, or water) and shape it. You can take the fire from a torch and shape it into a wall of fire (which inflicts no more damage than the torch) or create a safe passage through a forest fire. You can take earth from the ground and make it into a bridge or a statue, or create a passageway underground. You can take the air out of a room and shift it elsewhere. You can shape the air to form a continual *gusting wind* effect in the area. You can, by manipulating either air or water, create a bubble of air under the surface of a lake. You can make a statue out of water, or a wall or a dry passage through a pool. The finished shape remains as you left it for the duration, and if it is a sustainable change, such as a stone wall with good support, or flames where flammable material can keep them burning, the change remains in effect (as if the spell's duration were Instantaneous). The spell takes on the descriptor of the element shaped.

**Diminished Effects:** The spell affects only a single 10-foot cube.

**Heightened Effects:** You affect five 10-foot cubes per level, with a range of Medium (100 feet + 10 feet per level). The duration becomes 10 minutes per level.

## SHAPECHANGE

Transmutation

**Level:** 9 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

You can assume the form of any single creature of less than deity status, or any one object. The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension. This spell allows you to assume an incorporeal form as well.

Upon changing, you regain lost hit points as if having rested for a day (though this healing does not restore temporary ability damage or provide other benefits of resting for a day; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You acquire the physical and natural abilities of the creature you have *shapechanged* into, while retaining your own mind. You gain the type of the new form. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, attack routines, and similar gross physical qualities. Natural abilities also include mundane movement capabilities, but not magical flight or other magical forms of travel. Extremely high speeds for certain creatures are the result of magical ability, so this spell does not grant them. Other nonmagical abilities (such as low-light vision) are considered natural abilities, so you retain them.

Any part of your body or piece of equipment that is separated from the whole remains changed.

Your new scores and faculties are average ones for the race or species into which you have transformed.

You retain your Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in your Constitution score), base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) You retain your extraordinary abilities, spells, and spell-like abilities, but not your supernatural abilities. You can cast spells, although you need a humanlike voice for verbal components and humanlike hands for somatic components, if that is a factor. You do not gain the spell-like or supernatural

abilities of the new form. You do gain the extraordinary abilities of the new form.

Your equipment, if any, transforms to match your new form. If your new form is a creature that does not use equipment, the equipment melds into the new form and becomes nonfunctional. If the new form uses equipment, your equipment changes to match the new form and retains its properties.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. You can change into a member of your own species or even into yourself.

This spell effectively disguises you as an average member of the new form's race. If you use *shapechange* to create a disguise, you get a +10 bonus on your Disguise check.

You can become just about anything you are familiar with. You can change form once each round during the duration as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. You regain hit points as if having rested for a day only from the initial transformation, however.

**Diminished Effects:** You can only take one shape per casting of this spell.

**Magic Item Creation Modifiers:** Single-use ×4, spell-completion ×2

## SHAPED STRIKE

Evocation [Fire]

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 5-foot-wide line (S) no longer than the maximum range

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You emit a blast of flame from your fingertips that moves as you wish, even around corners, around allies, or back on itself. The blast moves as long as the range will allow. Thus, a 12th-level caster can make a line 220 feet long—it could travel 50 feet, turn left around a corner, move 40 more feet, turn around completely and retrace that path, turn right at the caster, and move 40 more

feet. Those within the area suffer 1d4 points of fire damage per caster level (maximum 15d4). Those struck by the blast more than once must make two saving throws (if either fails, the creature fails its save). No creature can be forced to make more than two saves or take damage more than once per casting.

**Diminished Effects:** The spell has a range of Close (25 feet + 5 feet/2 levels).

**Heightened Effects:** The spell inflicts 1d6 points of damage per caster level (maximum 20d6).

## SHOCK

Evocation [Electricity]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A creature you touch with your crackling, lightning-filled hand suffers 1d4 points of damage + 1 point of temporary Dexterity damage, +1 point of Dexterity damage per five caster levels.

**Diminished Effects:** The subject suffers only 1d4 points of damage.

**Heightened Effects:** The subject is stunned for a round as well.

**Magic Item Creation Modifier:**

Constant ×2

## SIBECCAI BITE

Transmutation

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One willing sibeccai

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell is rarely known by any non-sibeccai. It gives a sibeccai a formidable bite attack that he can use in combat as a natural weapon with which he is proficient. The bite inflicts damage based on the caster's level:

Level	Damage
5 or lower	1d6
6–9	1d8
10–13	1d10
14–17	2d6
18–20	3d6

The sibeccai can use his bite attack as an off-hand attack in addition to a melee attack with a weapon in his hand. Like any melee weapon, the sibeccai adds his Strength bonus to any attack and damage rolls made with the bite.

**Diminished Effects:** The spell becomes Personal in range, with only You as the target.

**Heightened Effects:** The spell grants +1d6 points of damage with each bite attack.

**Magic Item Creation Modifiers:**

Constant ×3, single-use ×1.5

## SILENT SHEATH

Transmutation [Sonic]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Targets:** One creature

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Affected creatures are sheathed in silence and can make no sound. This effect proves useful to someone wishing to sneak around, but a bane to anyone attempting to use verbal spell components or sonic abilities (both become impossible).

**Diminished Effects:** The spell only dampens sound. Affected characters gain a +10 bonus to Sneak checks used to oppose Listen checks. Spellcasters attempting to use verbal spell components have a 25 percent spell failure chance. Sonic attacks go unaffected.

**Heightened Effects:** The spell affects one creature per two caster levels or it lasts one minute per level.

## SLOW

Transmutation

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Targets:** One creature/level, no two of which can be more than 30 feet apart

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Affected creatures move and attack at a drastically slowed rate. A *slowed* creature can take either one move-equivalent action or one standard action each round, but not both. Additionally, it suffers a –2 penalty to Armor Class, melee attack rolls, melee dam-

age rolls, and Reflex saves. *Slowed* creatures jump half as far as normal.

**Diminished Effects:** The spell affects only one target.

**Heightened Effects:** N/A

## SONG OF PARALYSIS

Necromancy [Sonic]

**Level:** 7 (Simple)

**Casting Time:** One action

**Range:** Medium (100 feet + 10 feet/level)

**Targets:** One creature/level, no two of which can be more than 30 feet apart

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You sing a dirgelike melody (a verbal component of the spell, which you cannot avoid with special abilities or feats) that sets up sonic vibrations in living creatures with a discernable anatomy (those affected by critical hits). Those affected become paralyzed and cannot move. They are helpless.

**Diminished Effects:** The spell lasts for only 1 round per two levels.

**Heightened Effects:** Creatures immune to paralysis or not normally subject to this spell suffer 6d6 points of sonic damage instead (although the spell still has a maximum number of targets. The Fortitude saving throw still negates the effect.

## SORCEROUS BLAST

Evocation [See Text]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Long (400 feet + 40 feet/level)

**Area:** 20-foot-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You create a burst of elemental energy that detonates with a blast and deals 1d6 points of damage per caster level (maximum 10d6) to all creatures and unattended objects within the area. You must choose the elemental type (air, earth, fire, or water) when you cast *sorcerous blast*; the spell takes on the appropriate descriptor.

You determine the range (distance and height) at which the burst occurs. A beam of light streaks from you and, unless it impacts upon a solid barrier prior to attaining the prescribed range, explodes in a blast of elemental energy. You can aim the beam

like a ray at a specific target. If you successfully strike that target with a ranged touch attack, the target becomes the center of the blast and must make two successful saving throws in order to take half damage.

**Diminished Effects:** The beam of light does not cause a blast, but instead affects only the creature struck (who need make only one saving throw for half damage).

**Heightened Effects:** The spell inflicts 1d8 points of damage per caster level (maximum 10d8), and the caster can choose an energy type rather than an elemental type, if desired (the spell takes on the appropriate energy descriptor).

### SORCEROUS GUISE

Illusion (Glamer)

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature or object

**Duration:** 10 minutes/level (D)

**Saving Throw:** Will negates (Disbelief)

**Spell Resistance:** No

You disguise one creature or object to appear to be something else. The subject can appear to be one size larger or smaller, shaped entirely different, with a different color and texture. Casting *sorcerous guise* on a creature grants a +10 competence bonus to Disguise checks. If someone interacts with a creature under the effects of this spell, first make a check opposing the Disguise check, and handle the disbelief saving throw only if the Disguise check fails. For example, if a human caster uses this spell to make herself look like a giant and then pretends to be a messenger from the queen, a foe first makes a Spot check to oppose the human's Disguise check. If the Spot check succeeds, the foe might suspect strongly that she is not a messenger from the queen. If he then makes his Will save, he knows she isn't even a giant.

This spell throws off *creature loresight*, *detect creature*, *detect magic*, *object loresight*, *locate creature*, and *locate object*.

**Diminished Effects:** The spell does not throw off any divinations, and the Disguise bonus becomes only +5.

**Heightened Effects:** The spell can make the target appear to be two sizes larger or smaller than normal.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

### SPELL OF CHALLENGE

Enchantment (Compulsion) [Mind-Affecting, Psionic, Truename]

**Level:** 6 (Exotic)

**Casting Time:** 1 full round

**Range:** Unlimited

**Target:** One creature of no more than 2 HD/level

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell compels a specific creature whose truename you know to travel, using its fastest means possible (including magical items or spells if readied or available) to appear before you, standing close enough to touch. Once the creature arrives at that spot, the spell ends.

The creature may have to go through threatened or dangerous areas (passing by guards or moving through a *wall of fire*) to get to you, or it even may have to break through a barrier (like a *wall of ice*). A barrier that requires more than 10 rounds to get through is considered impassable for the purposes of this spell. If the creature physically cannot reach you—including a situation forcing the creature to pass through an area that would, without a doubt, kill it—the spell ends immediately. For example, a creature with only 25 hp that must navigate a pool of lava to reach you is unaffected by the spell, as is a creature on another plane that has no planar travel ability. If you cast the spell and then move to a spot where the creature cannot reach you, you have freed it from the compulsion.

You cannot cast this spell on the same creature more than once.

**Diminished Effects:** The creature can have no more Hit Dice than the caster.

**Heightened Effects:** The creature does not travel, but instead appears immediately in front of the caster. This version of the spell gains the teleportation descriptor.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

### SPELL MAGNET

Abjuration

**Level:** 8 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One creature or object

**Duration:** One minute/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You fire a thin orange beam at the target. You must make a ranged touch attack against the target. If you hit, and the target fails the save, the target becomes extremely susceptible to magic—spells find it easy to make their way to and affect the target. The target suffers a circumstance penalty to saving throws against spells, magic effects from items, and spell-like abilities equal to  $-1$  per two caster levels. Further, the spell reduces the spell resistance of targets by a like amount (1 point per two caster levels).

Targets who succeed at the Will save still suffer a  $-1$  penalty to affected saving throws.

**Diminished Effects:** The spell does not affect spell resistance, and there is no effect if the target makes the save.

**Heightened Effects:** The spell suppresses spell resistance completely for the duration.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

### SPELL RESISTANCE

Abjuration

**Level:** 5 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** One minute/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

When you touch a creature with your red, glowing hand, it gains spell resistance equal to  $12 +$  caster level.

**Diminished Effects:** The spell offers resistance only against 3rd-level spells or below. The spell resistance equals  $5 +$  caster level.

**Heightened Effects:** The spell resistance equals  $16 +$  caster level.

**Magic Item Creation Modifier:** Constant  $\times 2$

### SPELL TURNING

Abjuration

**Level:** 7 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** Until expended or 10 minutes/level (D)

Spells (and spell-like effects) targeted against you rebound on the original caster.



This abjuration turns only spells that have you as a target. Effect and area spells go unaffected. *Spell turning* also fails to affect Touch range spells.

The turning affects from seven to 10 (1d4 + 6) spell levels. The DM secretly rolls the exact number. For each turned spell, subtract its level from the amount of spell turning left.

A spell might be only partially turned. When you don't have enough spell turning to turn an entire spell, divide your turnable spell levels by the level of the incoming spell to see what fraction of the effect you're able to turn. For example, say you rolled 1d4+6 for a total of 8 turnable spell levels. When someone casts a 6th-level spell on you, you turn it and are left with two remaining levels of *spell turning*. Now someone casts an 8th-level spell on you. You can turn two of those levels, so  $2 \div 8$  offers a result of .25.

For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you have a proportional chance to be affected. So, in the above example, if the 8th-level spell would do 20d6 damage, you turn one quarter of that amount, or 5d6, and take the remainder.

When *spell turning* effects ward both you and your spellcasting attacker, a resonating field results. Roll randomly on this table:

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

**Diminished Effects:** The spell can turn only 3rd-level spells or below, affecting only 1d4+1 spell levels.

**Heightened Effects:** The spell affects 1d8+10 spell levels.

**Magic Item Creation Modifier:**  
Constant  $\times 1.5$ , single-use  $\times 2$

## SPELLMASTER

Transmutation

**Level:** 7 (Complex)

**Casting Time:** 1 full round

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You control your spells with delicacy and precision. With this spell active, the range and duration of the spells you cast can increase up to 50 percent (spells with range of Touch or Personal, or durations of Instantaneous, go unaffected). Your spell effects can be delayed up to 3 rounds. You can shape spell areas (without changing their sizes) to the point of excluding single targets from bursts, if you desire—in other words, creatures within spell areas are affected only if you want them to be.

For example, a 15th-level magister casts *spellmaster*, then *sorcerous burst*. He can increase the range up to an extra 500 feet, but he cannot affect the Instantaneous duration. He can delay the explosion of the *sorcerous burst* up to 3 rounds (at which time, different creatures might be in the area), and he can choose who in the area must make a saving throw, and who suffers no damage at all.

**Diminished Effects:** N/A

**Heightened Effects:** N/A

**Magic Item Creation Modifier:**

Constant  $\times 2$ , single-use  $\times 2$

## SPIRIT OF PROWESS

Transmutation

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level or when used

A faint aura of shimmering energy surrounds you as you call upon spiritual powers to aid you in combat. You gain a +4 competence bonus to two attack rolls of your choice. Choosing to use this bonus is a free action that you must take before you make your attack roll, and you can only do it once per round. You must make the attacks before the spell's duration ends. At 10th caster level you gain an additional +4 bonus to one attack roll (so the spell modifies three attacks). At 15th level, you can modify four attacks, and at 20th level, five attacks gain the bonus.

**Diminished Effects:** The bonus to the attacks becomes +2, and the spell lasts only 1 minute per level.

**Heightened Effects:** The bonus is +6.

**Magic Item Creation Modifiers:**

Constant N/A, charged  $\times 1.5$ , single-use  $\times 2$

## SPIRIT OF WAR

Transmutation

**Level:** 7 (Simple)

**Casting Time:** Two minutes

**Range:** Personal

**Target:** You

**Duration:** 24 hours

You give yourself a new, temporary nature by calling a warlike spirit to join with your own. For the duration you gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, proficiency with all weapons and armor, and a bonus to attack rolls equal to half your level. However, you cannot cast spells or use spell-completion or spell-trigger items.

**Diminished Effects:** After the spell ends, you feel drained; you cannot cast spells or use spell-completion or spell-trigger items for another 24 hours.

**Heightened Effects:** The enhancement bonus to the three ability scores becomes +6, and you gain the benefit of one feat that you qualify for (after ability score adjustments) found on the warmain bonus feat list (see *Monte Cook's Arcana Unearthed*).

**Magic Item Creation Modifier:**

Constant  $\times 2$ , single-use  $\times 2$

## STABILIZE SOUL

Transmutation [Truename]

**Level:** 7 (Complex)

**Casting Time:** One minute

**Range:** Touch

**Target:** One creature or one corpse

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

If you cast this spell upon a revived creature (see *revivification*), the creature remains alive even after the *revivification* spell ends, and she suffers a point of Constitution drain rather than the loss of a level. If you cast this spell upon the corpse of a creature whose spirit is an incorporeal undead, the undead must make a successful save or be returned to the afterlife.

**Diminished Effects:** The spell has a range of Personal and the target is You (obviously, the function that works only on corpses does not apply).

**Heightened Effects:** Casting time becomes one standard action.

**Magic Item Creation Modifier:** Single-use  $\times 4$ , all others  $\times 2$

**STAMINA TO DEFENSE**

Transmutation

**Level:** 4 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One armor or shield**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

To cast this spell you must cut yourself, devoting 2 points of your own Constitution (which you suffer as temporary damage) to dripping your blood onto an armor harness or shield. That armor gains a +4 luck bonus to Armor Class for the spell's duration.

**Diminished Effects:** The luck bonus to Armor Class becomes +2.

**Heightened Effects:** The luck bonus to Armor Class becomes +6.

**Magic Item Creation Modifiers:** Constant N/A, charged  $\times 1.5$

**STEAL HEALTH**

Transmutation [Negative Energy]

**Level:** 3 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** One living creature**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

Your hand crackles with blood-red lightning. You inflict 3d8 points of damage on

the touched target, then heal that number of points of damage on yourself.

**Diminished Effects:** The spell inflicts 1d8 points of damage.

**Heightened Effects:** The spell inflicts 5d8 points of damage.

**Magic Item Creation Modifier:** Constant  $\times 2$

**STIMULATE**

Compulsion [Mind-Affecting, Psionic]

**Level:** 6 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One living creature**Duration:** One minute/level (D)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

You hold out your hand and stimulate the mental, muscular, and nervous systems of a target's body. The target gets a +2 luck bonus to one ability score of your choosing.

**Diminished Effects:** The range is Personal and the target is You.

**Heightened Effects:** The luck bonus becomes +4.

**STONE BLAST**

Evocation [Earth]

**Level:** 1 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

With a simple gesture, you cause a mass of earth and stone to tear itself from the ground (or other source of stone within 20 feet) and fly at a designated target. You make a ranged attack (not a touch attack) to strike the target. The *stone blast* inflicts 1d6 points of damage per two caster levels (maximum 5d6).

**Diminished Effects:** The spell inflicts 1d4 points of damage and does not increase with level.

**Heightened Effects:** The spell inflicts 1d8 points of damage per two caster levels (maximum 5d8) and also knocks down creatures of size Medium or smaller who fail a Fortitude saving throw.

**STRENGTH TO STRIKE**

Transmutation

**Level:** 4 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** One weapon**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

In casting this spell you sweat a drop of blood, devoting 2 points of your own Strength (which you suffer as temporary damage) and dripping the blood onto a weapon. That weapon inflicts +2d6 points of damage for the duration of the spell.



**Diminished Effects:** The bonus to damage becomes +1d6.

**Heightened Effects:** The bonus to damage becomes +3d6.

**Magic Item Creation Modifiers:**

Constant N/A, charged ×2

### SUBTLE STEPS

Transmutation

**Level:** 2 (Simple)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One hour/level

You gain a +5 competence bonus to Sneak checks.

**Diminished Effects:** The bonus is +1.

**Heightened Effects:** The bonus is +10.

**Magic Item Creation Modifiers:**

Constant ×2, single-use ×2

### SUGGESTION

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One living creature

**Duration:** One hour/level or until completed

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You influence the actions of the enchanted creature by suggesting a course of activity (limited to a sentence or two). You must word the *suggestion* in such a manner as to make the activity sound reasonable.

The suggested course of activity can continue for the entire duration. If the target can complete the suggested activity in a shorter time, the spell ends when the enchanted creature finishes it. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the target does not perform the activity.

A very reasonable *suggestion* causes the target to make the save with a penalty (such as -1, -2, etc.), at the DM's discretion.

**Diminished Effects:** The spell's duration becomes one minute per level.

**Heightened Effects:** Whether or not the target makes the save, she must make a second Will saving throw. If the second save

fails, the target has no idea that the caster cast a spell on her and does not remember the *suggestion* at all.

### SUMMON MINOR

#### ELEMENTAL (LESSER)

Conjuration (Summoning) [See Text]

**Level:** 3 (Simple)

**Casting Time:** 1 full round

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One summoned creature

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

**Saving Throw:** None

**Spell Resistance:** No

This spell summons an elemental. 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 elemental, you can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned elementals act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one Small elemental. You choose which kind to summon, and can change that choice each time the spell is cast. The spell takes on the descriptor of the type of elemental summoned: air, earth, fire, or water.

**Diminished Effects:** The caster must concentrate on the summoned elemental's actions, or it remains motionless.

**Heightened Effects:** The summoned elemental has +1 hp per Hit Die, +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls.

### SUMMON MINOR

#### ELEMENTAL (GREATER)

Conjuration (Summoning) [See Text]

**Level:** 5 (Simple)

**Casting Time:** 1 full round

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One or more summoned creatures, no two of which can be more than 30 feet apart

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

**Saving Throw:** None

**Spell Resistance:** No

*As lesser summon minor elemental*, except that you summon a Medium elemental

instead. Alternatively, you can summon 1d3 Small elementals.

**Diminished Effects:** The caster must concentrate on the summoned elemental's actions, or it remains motionless.

**Heightened Effects:** The summoned elemental is Large.

### SUMMON MAJOR

#### ELEMENTAL (LESSER)

Conjuration (Summoning) [See Text]

**Level:** 7 (Simple)

**Casting Time:** 1 full round

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One or more summoned creatures, no two of which can be more than 30 feet apart

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

**Saving Throw:** None

**Spell Resistance:** No

*As lesser summon minor elemental*, except that you summon a Huge elemental instead. Alternatively, you can summon 1d3 Large elementals.

**Diminished Effects:** The caster must concentrate on the summoned elemental's actions, or it remains motionless.

**Heightened Effects:** The summoned elemental is a greater elemental.

### SUMMON MAJOR

#### ELEMENTAL (GREATER)

Conjuration (Summoning) [See Text]

**Level:** 9 (Simple)

**Casting Time:** 1 full round

**Range:** Close (25 feet + 5 feet/two levels)

**Effect:** One or more summoned creatures, no two of which can be more than 30 feet apart

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

**Saving Throw:** None

**Spell Resistance:** No

*As lesser summon minor elemental*, except that you summon an elder elemental instead. Alternatively, you can summon 1d3 greater elementals.

**Diminished Effects:** You must concentrate on the summoned elemental's actions, or it remains motionless.

**Magic Item Creation Modifiers:** Single-use ×1.5, spell-completion ×1.5

**TEARS OF PAIN**

Evocation [Curse]

**Level:** 1 (Simple)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One living creature**Duration:** One day/level**Saving Throw:** Will negates**Spell Resistance:** Yes

You create this minor curse when you take one of your own tears and crush it between your fingers. The target suffers a –1 circumstance penalty to saving throws, due to wracking pain that flares up whenever he is threatened. As a side effect, however, the spell acts as an “after-the-fact” sort of danger sense. (This provides little benefit, because targets almost always know when they have to make saving throws).

Since this is a curse, it cannot be dispelled. Only *remove curse* can deal with it.

**Diminished Effects:** The duration becomes only 1 round per level.

**Heightened Effects:** The target suffers a –2 penalty to saves.

**TELEKINESIS (LESSER)**

Transmutation [Psionic]

**Level:** 0 (Complex)**Casting Time:** Standard action**Range:** Close (25 feet + 5 feet/two levels)**Target:** Nonmagical, unattended object weighing up to 5 lbs.**Duration:** Concentration**Saving Throw:** None**Spell Resistance:** No

You can point a finger at an object and lift and move it at will from a distance. As a move-equivalent action, you can move the object up to 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell’s range. You have no fine manipulation skills. You cannot use the spell to move levers or untie knots.

**Heightened Effects:** The spell can affect magical objects.

**TELEKINESIS (GREATER)**

Transmutation [Psionic]

**Level:** 4 (Complex)**Casting Time:** Standard action**Range:** Long (400 feet + 40 feet/level)

**Target:** One creature or object weighing up to 25 lbs./caster level

**Duration:** Concentration (up to 1 round/level)

**Saving Throw:** Will negates (object)**Spell Resistance:** Yes (object)

You move objects or creatures by concentrating on them. The spell provides a gentle, sustained force, moving a creature or object weighing up to 25 lbs. per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with spell resistance.

Using *greater telekinesis*, you can move the weight vertically, horizontally, or both. An object cannot be moved beyond the spell’s range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

You can telekinetically manipulate an object as if with one hand: You can pull levers or telekinetically manipulate a bucket to fill itself with water from a well. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a Difficulty Class set by the DM. *Greater telekinesis* cannot be used to wield a weapon.

Lastly, the spell can be used to exert a force, such as that needed to break open a barred door or keep it closed. In such cases, the telekinetic force has a Strength modifier equal to a quarter of your level plus your Intelligence modifier.

**Diminished Effects:** Decrease the weight limit by half; no delicate activity or manipulation is possible.

**Heightened Effects:** The spell can be used to wield a weapon using the caster’s base attack bonus, and his Intelligence modifier as his Strength or Dexterity modifier (depending on whether it is a ranged or melee attack).

**TELEKINETIC SHIELD**

Abjuration [Psionic]

**Level:** 8 (Complex)**Casting Time:** Standard action**Range:** 0 feet**Area:** 5-foot-radius centered on you**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

With a wave of your hand, you set up a telekinetic repulsion field. All creatures and objects within the area gain a +8 deflection bonus to Armor Class.

**Diminished Effects:** The deflection bonus becomes +4.

**Heightened Effects:** The spell affects only allies, and the Armor Class bonus is +10.

**Magic Item Creation Modifiers:** Constant  $\times 2$ , spell-completion  $\times 1.5$ , single-use  $\times 1.5$

**TELEPATHY**

Divination [Language-Dependent, Mind-Affecting, Psionic]

**Level:** 4 (Simple)**Casting Time:** Standard action**Range:** One mile/level**Target:** You and one familiar creature**Duration:** 1 round/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

This spell allows you to mentally communicate with a familiar creature within range. The communication, though mental, is done entirely with words, so you must speak the same language as the creature.

**Diminished Effects:** The creature to communicate with must remain in sight.

**Heightened Effects:** Communication includes pictures, concepts, and emotions, so the spell is no longer language dependent. Casters can receive a mental picture clear enough to allow them to scry a person or *teleport* to a place as though they had viewed the person or place once (for teleporting, this does not count as “currently viewed,” even if the *telepathy* spell functions concurrently with the *teleport* spell).

**Magic Item Creation Modifier:** Constant  $\times 2$

**TELEPORT**

Transmutation [Teleportation]

**Level:** 5 (Complex)**Casting Time:** See below**Range:** Personal and Touch

**Target:** You and touched objects or other touched willing creatures weighing up to 50 lbs./level

**Duration:** Instantaneous

**Saving Throw:** None and Will negates (object)

**Spell Resistance:** No and Yes (object)

This spell instantly transports you to a designated destination. Distance is not a factor, but interplanar travel is not possible. The characters teleporting travel through invisible magical pathways, known only to powerful spellcasters, that crisscross the world in a mazelike pattern. You must mentally plot a path through these magical conduits ahead of time to successfully use them. You can bring along objects and willing creatures totaling up to 50 lbs. per caster level. As with all spells where the range is Personal and the target is You, you need not make a saving throw, nor does spell resistance apply. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

Obviously, you must have some clear idea of the location and layout of the destination, and your current special relation to the destination (if you do not know where you are, you can't teleport from there). The clearer your mental image and the more time you take developing a magical path to get there, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

In order to successfully plot the course and *teleport* to it, you must make a caster level check to which you also add your Intelligence modifier. To determine the check's difficulty, compare your familiarity to the amount of time you invested in

developing a path, then consult the table below to find the Difficulty Class.

If you attempt to *teleport* to a place that doesn't exist or that isn't where you thought it was (or if you aren't where you thought you were), the check automatically fails. This can happen because of faulty information.

*Failure:* If you fail the check, roll d% and consult the following table:

d%	Result
01–25	You and anyone else teleporting with you have gotten "scrambled." The travelers each take 1d10 points of damage, and you all go nowhere.
26–60	You and anyone else teleporting with you have gotten terribly "scrambled." The travelers each take 10d6 points of damage, and you all go nowhere.
61–75	You and anyone else teleporting with you have gotten "scrambled." The travelers each take 1d10 points of damage, and you all go to a random location in some way similar to the desired location.
76–90	You and anyone else teleporting with you have gotten terribly "scrambled." The travelers each take 10d6 points of damage, and you all go to a random location in some way similar to the desired location.

91–99	You and anyone else teleporting with you have gotten terribly "scrambled." The travelers each take 10d6 points of damage. If more than one person is teleporting, each goes to a different random location.
100	You end up dead, imbedded in an object in a random location. Anyone else teleporting with you has gotten terribly "scrambled." Those travelers each take 10d6 points of damage, and they go nowhere.

If a teleporter ends up in a random location, the DM should choose the closest similar location to the intended destination. If the caster was attempting to teleport to a temple, he might end up in the closest nearby temple. In truth, the DM should feel free to choose any location he wishes.

**Diminished Effects:** All Difficulty Classes increase by 10, and the weight limit decreases by half.

**Heightened Effects:** All Difficulty Classes decrease by 10, and the weight limit doubles.

### TELEPORT ATTACK

Transmutation [Teleportation]

**Level:** 7 (Exotic)

**Casting Time:** See below

**Range:** Touch

**Target:** One creature or object touched, weighing no more than 50 lbs./level

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You teleport a target creature or object into a solid surface or object that you can see within close range (25 feet + 5 feet/two levels). If the spell succeeds, the subject suffers 2d6 points of temporary Constitution damage + 1 point of Constitution damage per round until freed and is helpless. It becomes half imbedded in the surface or object.

**Diminished Effects:** You can *teleport* the target to a spot within close range that you can see, but not into a solid surface or object.

**Heightened Effects:** N/A

**Magic Item Creation Modifiers:** Single-use ×1.5, constant ×1.5

### TIME SPENT DEVELOPING A TELEPORT PATH

Familiarity	1 Round	1 Minute	1 Hour	1 Day	1 Week	1 Month
Currently viewed	DC 10	DC 5	DC 0	DC 0	DC 0	DC 0
Very familiar	DC 20	DC 15	DC 10	DC 5	DC 0	DC 0
Studied carefully	DC 25	DC 20	DC 15	DC 10	DC 5	DC 0
Seen casually	DC 35	DC 30	DC 20	DC 15	DC 10	DC 5
Viewed once	DC 45	DC 40	DC 30	DC 20	DC 10	DC 5
Description	DC 60	DC 50	DC 40	DC 30	DC 25	DC 20

- "Currently viewed" is a place you can see from where you are at the time of casting, either normally or magically.
- "Very familiar" is a place you have been very often and where you feel at home.
- "Studied carefully" is a place you know well, either because you have been there often or have used other means to study the place.
- "Seen casually" is a place 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.
- "Description" is a place whose location and appearance you know through someone else's description, perhaps even from a precise map.

**TELEPORT OTHER**

Transmutation [Teleportation]

**Level:** 6 (Exotic)**Casting Time:** See text**Range:** Touch**Target:** One creature or object touched, weighing no more than 50 lbs./level**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

You send an object or creature away to a location you can currently see (either normally or through magic) or one with which you are very familiar or have studied carefully. “Very familiar” is a place you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you have been there often or because you have used other means to study the place.

The teleporting characters travel through invisible magical pathways, known only to powerful spellcasters, that crisscross the world in a mazelike pattern. You must mentally plot a path through these magical conduits ahead of time to use them successfully.

The clearer your mental image, and the more time you take developing a magical path to get there, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

In order to plot the course and teleport to it successfully, you must make a caster level check to which you also add your Intelligence modifier. To determine the check's difficulty, compare your familiarity to the amount of time you invested in developing a path, then consult the table below to find the Difficulty Class.

Failure means that the target creature or object goes nowhere.

**Diminished Effects:** All Difficulty Classes increase by 10, and the weight limit decreases by half.

**Heightened Effects:** All Difficulty Classes decrease by 10, and the weight limit doubles.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , constant  $\times 1.5$

**TEMPORAL STASIS**

Transmutation

**Level:** 9 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** Yes

After you succeed at a melee touch attack, the subject becomes rigid, surrounded in a nimbus of blue light. You place the subject into a state of suspended animation. For the subject, time ceases to flow, and the creature's condition becomes fixed. The subject does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until a successful *dispel magic* spell removes the transmutation.

**Diminished Effects:** The duration lasts only one day per level, and the subject may attempt a Fortitude saving throw to resist.

**Magic Item Creation Modifiers:** Single-use  $\times 3$ , spell-completion  $\times 1.5$

**TONGUES**

Divination

**Level:** 4 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

This spell grants the subject the ability to speak and understand the language of any intelligent creature. The subject can speak only one language at a time, although she may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak.

This spell does not predispose any creature addressed toward the subject in any way.

**Diminished Effects:** The subject can understand the language of any intelligent creature, but not speak it.

**Heightened Effects:** In addition to speaking the languages, the subject can read them.

**TOUCH OF DISRUPTION**

Transmutation [Negative Energy]

**Level:** 1 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

The touch of your temporarily blackened hand disrupts a creature's body. The target suffers 1d8 points of damage + 1 point per level. Undead are not harmed by this spell, they are healed.

**Diminished Effects:** The target suffers 1d4 points of damage.

**Heightened Effects:** The target is stunned for a round as well.

**Magic Item Creation Modifier:** Constant  $\times 2$

**TOUCH OF FEAR**

Enchantment (Compulsion) [Fear]

**Level:** 1 (Simple)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 round/level**Saving Throw:** Will negates**Spell Resistance:** Yes

With a flash of black energy, you instill fear in a creature you touch. The creature becomes shaken and suffers a  $-2$  morale penalty on attack rolls, weapon damage rolls, and saving throws.

**Diminished Effects:** N/A

**Heightened Effects:** The subject becomes frightened and tries to flee from you for the spell's duration.

**TOUCH OF NAUSEA**

Transmutation

**Level:** 0 (Complex)**Casting Time:** Standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 round**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

As the spell emits a foul odor and a low moan, a creature you touch is filled with nausea. The target can only take a single move action on its next turn.

**Heightened Effects:** The duration becomes 1 round per two levels.

**TIME SPENT DEVELOPING A TELEPORT OTHER PATH**

Familiarity	1 Round	1 Minute	1 Hour	1 Day
Currently viewed	DC 5	DC 0	DC 0	DC 0
Very familiar	DC 10	DC 5	DC 0	DC 0
Studied carefully	DC 15	DC 10	DC 5	DC 0

**Magic Item Creation Modifiers:**

Constant ×2, charged ×2

**TOUCH OF PAIN**

Transmutation

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

While your eyes flash with red power, a creature you touch is wracked with pain. The target suffers a –2 morale penalty on attack rolls, saving throws, and checks.

**Diminished Effects:** N/A

**Heightened Effects:** The subject suffers a –4 morale penalty.

**TRACER**

Divination

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Object touched

**Duration:** One day/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

For the duration, you remain aware of the distance and direction of the target object's location.

**Diminished Effects:** The object can be a maximum of 10 miles per level from you. If the object leaves this area, the spell ends.

**Heightened Effects:** The spell also works on creatures.

**TRANSFER WOUNDS (LESSER)**

Transmutation [Positive Energy]

**Level:** 1 (Simple)

**Casting Time:** 1 full round

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless)

**Spell Resistance:** Yes

When laying your hand upon a living creature, you cure 1d10 points of the target's damage + 1 point per caster level (up to +5). You then immediately suffer half that amount as subdual damage. If you cast this spell upon yourself, you transmute

1d10 points of damage + 1 point per caster level (up to +10) to half that amount of subdual damage.

You can use this spell offensively against an undead creature, who suffers 1d10 points of damage + 1 point per caster level (up to +10), but you suffer half that amount as subdual damage. An undead creature can attempt a Will save to take half damage.

When the damage heals, neither you nor the target are left with any scars or traces of injury.

**Diminished Effects:** You heal 2 points of the target's damage and suffer 1 point of subdual damage.

**Heightened Effects:** You heal 2d10 points of the target's damage + 1 point per caster level (up to +10), and suffer half that amount as subdual damage.

**TRANSFER WOUNDS**

(GREATER)

Transmutation [Positive Energy]

**Level:** 4 (Simple)

**Casting Time:** 1 full round

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless)

**Spell Resistance:** Yes

*As lesser transfer wounds*, but you cure 4d10 points of the target's damage + 1 point per caster level (up to +20). You then immediately suffer half that amount as subdual damage.

**Diminished Effects:** You heal 3d10 points of the target's damage + 1 point per caster level (up to +15), and suffer half that amount as subdual damage.

**Heightened Effects:** You heal 5d10 points of the target's damage + 1 point per caster level (up to +25), and suffer half that amount as subdual damage.

**TRANSFER WOUNDS (TOTAL)**

Transmutation [Positive Energy]

**Level:** 7 (Simple)

**Casting Time:** 1 full round

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless)

**Spell Resistance:** Yes

*As lesser transfer wounds*, but you cure all a target's hit point damage. You then immediately suffer half that amount as subdual damage.

**Diminished Effects:** You heal 6d10 points of the target's damage plus 1 point per caster level, and suffer half that amount as subdual damage.

**Heightened Effects:** You also heal all a target's temporary ability score damage. You suffer half the temporary ability score damage immediately.

**TRANSFORM INTO PLANT**

Transmutation [Plant]

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** One hour/level (D)

You can change yourself into an average specimen of any kind of plant of which you are aware. The plant may have no more than your total Hit Dice. *Transform into plant* can increase or decrease your size by two size categories. While in the new form, you have all the plant's physical characteristics (ability scores) and extraordinary abilities. You retain your own mental abilities, hit points, and perceptive abilities. (You can see and hear as if you were in your normal form, even if the plant form has no eyes or ears.) You cannot use spells, spell-like abilities, and so on that you possess in your normal form. Your gear is absorbed into your plant form. If a plant is non-animate, so are you in the new form.

**Diminished Effects:** You can take on the form of a non-animate, non-intelligent plant only (although you retain your own Intelligence).

**Heightened Effects:** The spell's range becomes Touch, and the target becomes one willing, living creature.

**Magic Item Creation Modifier:**

Single-use ×2

**TRAP SOUL**

Necromancy [Truename]

**Level:** 9 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One soul

**Duration:** Instantaneous

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

You trap a creature's soul in an object. The creature can be alive or dead (dead souls have the same saving throw bonuses and spell resistance they had in life). If the creature is alive, the body falls to the ground, in a coma. If the soul belongs to a creature that died within 1 round per caster level, the saving throw Difficulty Class increases by +5. This spell functions against incorporeal undead spirits. However, dead creatures whose souls are trapped cannot be raised from the dead.

Trapped souls can take no actions. You can use the trapped soul for the spell *consume soul*, offer it as a reward to an outsider, or force the soul to answer one question truthfully each day (the only possible answers are: "yes," "no," and "I don't know").

The object storing the soul may be no larger than you and must be worth at least 5,000 gp. You must have both it and the target in range while you cast the spell. Casting the spell does not consume the receptacle, but destroying it sends the soul back to its rightful place—its body if it was a living soul, the afterlife if dead.

**Diminished Effects:** You can only trap the souls of living creatures and incorporeal undead spirits.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

## TRUE STRIKE

Divination

**Level:** 1 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** See text

Your next single attack roll—if you make it before the end of the next round—gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attacks against a concealed target.

**Diminished Effects:** The insight bonus becomes +5.

**Heightened Effects:** The insight bonus becomes +30.

**Magic Item Creation Modifiers:** Constant N/A, single-use  $\times 6$ , all others  $\times 2$

## UNKNOWN

Abjuration

**Level:** 3 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** One hour/level (D)

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination. *Unknown* also prevents location by such magic items as *crystal balls*. If someone attempts a divination against the warded creature or item, the divination's caster must beat you in an opposed caster power check. If you cast *unknown* on yourself or on an item currently in your possession, your caster power check for this opposed check gains a +5 bonus.

If cast on a creature, *unknown* wards the creature's gear as well as the creature itself.

**Diminished Effects:** The spell affects only objects.

**Heightened Effects:** You can choose to ward a non-mobile area (and everything in it) up to one 10-foot cube per level in size.

**Magic Item Creation Modifier:** Constant  $\times 2$

## VEIL OF DARKNESS

Evocation [Darkness]

**Level:** 1 (Simple)

**Casting Time:** One action

**Range:** 0 feet

**Area:** 10-foot-radius spread

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You create an immobile area of magical darkness in which even creatures that normally can see in the dark cannot see. Normal lights do not work, nor do spells with the light descriptor of a lower level than this spell. A light spell of the same level as this one counters and cancels out a *veil of darkness* (but is then cancelled itself). Light spells of a higher level than the *veil of darkness* spell dispel the darkness.

**Diminished Effects:** Duration is one minute per level, and the darkness is "normal" darkness—creatures with darkvision can see in it. Normal lights, such as lanterns or torches, however, still shed no light in the area.

**Heightened Effects:** The area becomes a 20-foot radius spread, and the range is Medium (100 feet + 10 feet/level).

## VENOMBLADE

Conjuration (Creation)

**Level:** 3 (Exotic)

**Casting Time:** Standard action

**Range:** Personal

**Effect:** One poisoned slashing weapon

**Duration:** 10 minutes/level (D)

Grey mist from your hands takes the shape of any slashing weapon desired (no magical or masterwork properties) that is coated with poison. The venom inflicts 1d4 points of temporary Strength damage and 1d4 more a minute later. The blade lasts until it inflicts a wound or until the duration expires, whichever comes first. (See illustration, next page.)

**Diminished Effects:** The poison inflicts only 1 point of temporary Strength damage (and 1 point more a minute later).

**Heightened Effects:** The blade persists and remains coated with the poison for the duration, poisoning with every strike.

**Magic Item Creation Modifier:** Constant  $\times 3$ , single-use  $\times 3$

## VITRIFICATION

Transmutation [Earth]

**Level:** 6 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target of this spell turns into glass, as if it were a mindless, inert statue. (The target's possessions do not transform.) Should the glass get broken or damaged, the target has similar damage or deformities if ever returned to its original state. The target is not dead (its soul doesn't pass on), but when viewed with spells that detect life, it does not seem to be alive, either. A *remove malady* or *perfect health* spell can restore a target. Normal curative magic does not heal any damage to the glass figure, but *repair* does.

**Diminished Effects:** The target remains made of glass for one hour per caster level.

**Heightened Effects:** The glass statue shatters 1 round after it forms.



**WALL OF ICE**

Evocation [Cold]

**Level:** 4 (Simple)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** Anchored plane of ice, up to one 10-foot square/level, or hemisphere of ice with a radius of up to 3 feet +1 foot/level**Duration:** One minute/level**Saving Throw:** See text**Spell Resistance:** Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire can melt a *wall of ice*: It deals full damage to the wall (instead of the half damage that objects normally suffer). Suddenly melting the *wall of ice* creates a great cloud of steamy fog that lasts 10 minutes.

**Ice Plane:** A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level magister can create a *wall of ice* 100 feet long and 10 feet high, or a wall 50 feet long and 20 feet high, etc.). You can orient the plane in any fashion as long as you anchor it. A vertical wall need only be anchored on the floor, but you must anchor a horizontal or slanting wall on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. Someone trying to break through the wall with a single attack must succeed at a Strength check (DC 15 + caster level).

Even when the ice has been broken, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level.

**Ice Hemisphere:** The wall takes the form of a hemisphere with a maximum radius of 3 feet + 1 foot per caster level. It is as hard to break through as the ice plane form, but those who go through a breach suffer no damage.

You can create a hemisphere so that it traps one or more creatures, though they can avoid being trapped in the hemisphere by making successful Reflex saves.

**Diminished Effects:** Only the ice plane option is available, and it measures only 1 inch thick per two caster levels.

**Heightened Effects:** The ice inflicts 1d6 points of cold damage anytime it is touched or struck.

**WALL OF IRON**

Conjuration (Creation)

**Level:** 5 (Complex)**Casting Time:** Standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** Iron wall whose area is up to one 5-foot square/level (see text)**Duration:** Instantaneous**Saving Throw:** See text**Spell Resistance:** No

The character causes a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material, if its area is sufficient to do so. You cannot conjure the wall to occupy the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

The *wall of iron* measures 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness. Creatures can hit the wall automatically, but it is so hard that it ignores the first 10 points of damage from each blow. A section of wall whose hit points drop to 0 is breached. Someone trying to break through the wall with a single attack must succeed at a Strength check (DC 25 + 2 per inch of thickness).

You can choose to create the wall vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50 percent likely to tip in either direction if no one pushes it. Creatures can push the wall in one direction rather than letting it fall randomly.



A creature must succeed at a Strength check (DC 40) to push the wall over. Those with room to flee the falling wall may do so with successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this one is subject to rust, perforation, and other natural phenomena.

**Diminished Effects:** The wall can measure no more than 2 inches thick. It must be attached to a surface (thus it cannot be tipped over).

**Heightened Effects:** The wall measures 1 inch thick per two caster levels.

### WALL OF SOUND

Evocation [Sonic]

**Level:** 6 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** Sonic wall whose area is up to one 5-foot square/level (S)

**Duration:** Two minutes/level (D)

**Saving Throw:** See text

**Spell Resistance:** No

This spell creates a wall of invisible but tactile and solid sonic energy. The *wall of sound* measures 1 inch thick, up to one 5-foot square per level. You cannot conjure the wall to occupy the same space as a creature or another object. It continually emits a shrill noise, increasing all Listen check Difficulty Classes within 20 feet of it (or Listen checks made anywhere to hear noises within 20 feet of the wall) by +10.

You can create a *wall of sound* in almost any desired shape. The wall created need not be vertical, nor rest upon the ground—it is not affected by gravity.

Anyone within 20 feet of the wall suffers 1 point of sonic damage per caster level per round. Anyone within 10 feet suffers 5d6 points of sonic damage + 1 point per level per round. A successful Fortitude saving throw reduces this damage by half. Anyone touching or striking the wall forgoes the saving throw.

The *wall of sound* has 50 hit points per caster level.

**Diminished Effects:** The wall must be created vertically, and it has only 20 hit points per caster level.

**Heightened Effects:** The caster can choose to make it a *wall of silence* instead. No sound is possible within 20 feet of the wall, thus negating all sonic effects, making verbal spellcasting components impossible to use. The caster can concentrate to reshape the *wall of silence* or make it move anywhere in range, although it cannot move through objects or creatures.

### WALL OF STONE

Conjuration (Creation) [Earth]

**Level:** 5 (Simple)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** Stone wall whose area is up to one 5-foot square/level (S)

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

This spell creates a wall of rock that merges into adjoining rock surfaces. The *wall of stone*, measuring 1 inch thick per four caster levels, is composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. You cannot conjure the wall to occupy the same space as a creature or another object.

You can create a *wall of stone* in almost any desired shape. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. You can use it to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. You can crudely shape the wall to allow crenellations, battlements, and so forth (to offer cover) by likewise reducing the area.

Each 5-foot square has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that it ignores the first 8 points of damage from each blow. A section of wall whose hit points drop to 0 is breached. Someone trying to break through the wall with a single attack must succeed at a Strength check (DC 20 + 2 per inch of thickness).

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

**Diminished Effects:** The wall must be created vertically, and it can be no more than 2 inches thick.

**Heightened Effects:** When a section of the wall is breached, it explodes, spraying bits of stone in a 20-foot cone toward the force that caused the breach. The explosion inflicts 1d6 points of damage per caster level (maximum 10d6).

### WALL OF THORNS

Conjuration (Creation) [Plant]

**Level:** 5 (Complex)

**Casting Time:** Standard action

**Range:** Medium (100 feet + 10 feet/level)

**Effect:** Wall of thorny brush, up to one 10-foot cube/level (S)

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature forced into or attempting to move through the *wall of thorns* takes 25 points of damage per round of movement – 1 point for each point of the creature's Armor Class. Dexterity and dodge bonuses to Armor Class do not count for this calculation, but Dexterity penalties do. (Creatures with AC 25 or higher take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape it into a number of 10-by-10-by-5-foot blocks equal to twice the caster level. This has no effect on the damage inflicted by the thorns, but any creature attempting to break through can force its way through the barrier in less time.

Creatures can force their way slowly through the wall. To make any progress, a creature must succeed at a Strength check (DC 20). A successful creature moves a number of feet that round equal to its Strength check result – 19. Of course, moving or attempting to move through the thorns inflicts damage as described above. A creature trapped in the thorns can choose to remain motionless to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must push its way free or

wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at their normal speed without taking damage.

Slow, careful work with edged weapons can breach a *wall of thorns*. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Creatures within the wall suffer damage if they take actions requiring movement (like making attacks). All creatures in the wall are considered to have half cover. Creatures can see through the wall enough to allow line of sight.

**Diminished Effects:** A creature moving through the wall suffers only 15 points of damage per round (minus Armor Class).

**Heightened Effects:** The thorns become like iron. Use the description (and size) for the *wall of iron* spell, above, except that anyone touching the wall suffers 1d6 points of damage from the iron thorns. The duration remains 10 minutes/level (D).

### WATER BREATHING

Transmutation [Water]

Level: 3 (Simple)

Casting Time: Standard action

**Range:** Touch

**Target:** Living creatures touched

**Duration:** Two hours/level (see text)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creatures all have sea-green eyes and can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

**Diminished Effects:** The spell affects only the caster, and the duration becomes one hour per level.

**Heightened Effects:** Those whom the spell affects do not need to breathe at all, and become immune to poison gases or inhaled contaminants or dangers.

### WATER ROIL

Evocation [Water]

Level: 1 (Complex)

Casting Time: Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Targets:** Creatures in the water in range

**Duration:** 1 round

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You cause the water around you to roil. Creatures in the water find themselves tossed about. All creatures in the water failing their saving throw must spend the next full round keeping themselves afloat. Anyone who does not, begins to drown. Creatures who can breathe water merely suffer a –2

circumstance penalty to attack rolls, saving throws, and checks during that round.

**Diminished Effects:** The spell affects water around one swimming creature in range.

**Heightened Effects:** The spell also inflicts 1d6 points of damage per two caster levels (maximum 5d6) to all creatures in the water in range, although the Reflex saving throw negates all damage.

### WAVE OF DEATH

Necromancy [Negative Energy]

Level: 8 (Simple)

Casting Time: Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

With a wave of your hand, you send a blast of sickly grey energy outward in a cone. All living creatures in the area with fewer Hit Dice than you suffer 80 points of damage.

The energy heals undead in the area of 5d6 points of damage.

**Diminished Effects:** The spell only affects creatures whose Hit Dice total no more than 3 HD lower than yours, and it



inflicts only 50 points of damage. It heals undead of 3d6 points of damage.

**Heightened Effects:** Even those creatures that make the saving throw suffer 7d6 points of damage.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

### WAVE OF LIFE

Evocation [Positive Energy]

**Level:** 8 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

With a wave of your hand, you send a sheet of green and golden energy outward in a cone. All undead in the area with fewer Hit Dice than you suffer 80 points of damage.

The energy heals living creatures in the area of 5d6 points of damage.

**Diminished Effects:** The spell only affects creatures whose Hit Dice total no more than 3 HD lower than yours, and it inflicts only 50 points of damage. It heals living creatures of 3d6 points of damage.

**Heightened Effects:** Even those creatures that make the saving throw suffer 7d6 points of damage.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

### WIND CHURN

Evocation [Air]

**Level:** 1 (Complex)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Targets:** Flying creatures in range

**Duration:** 1 round

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You cause the air around and above you to churn. While creatures on the ground merely feel a breeze, the chaotic winds buffet those in the air. All flying creatures who fail the saving throw must either land or spend the next full round keeping themselves righted. If a flying creature does neither, it falls. Creatures flying magically do not fall but merely suffer a  $-2$  circumstance penalty to attack rolls, saving throws, and checks during that round.

**Diminished Effects:** The spell affects one flying creature in range.

**Heightened Effects:** The spell also inflicts 1d6 points of damage per two caster levels (maximum 5d6) to all flying creatures in range, although the Reflex saving throw negates all damage.

### WHIRLWIND

Evocation [Air]

**Level:** 8 (Simple)

**Casting Time:** Standard action

**Range:** Long (400 feet + 40 feet/level)

**Effect:** Cyclone 10 feet wide at base, 30 feet wide at top, and 30 feet tall

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

**Saving Throw:** Reflex negates (see text)

**Spell Resistance:** Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action. The *whirlwind* always moves during your turn in the initiative order. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering you or your allies—and then dissipates (you can't regain control of the *whirlwind*, even if it comes back within range).

Any Large or smaller creature that comes in contact with the *whirlwind* must succeed at a Reflex save or take 3d6 points of damage. Medium or smaller creatures who fail their first save must succeed at a second one or find themselves picked up bodily by the *whirlwind* and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the *whirlwind* happens to be when you make the command.

**Diminished Effects:** Once created, the *whirlwind* moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering the caster or his allies—and then dissipates.

**Heightened Effects:** The spell affects creatures one size larger than described above. The cyclone itself is twice as large.

**Magic Item Creation Modifiers:** Single-use  $\times 1.5$ , spell-completion  $\times 1.5$

### WHISPER OF MADNESS

Evocation [Air, Sonic, Mind-Affecting]

**Level:** 3 (Simple)

**Casting Time:** Standard action

**Range:** Close (25 feet + 5 feet/two levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You create a swirling wind filled with maddening whispers. A target you select (no attack roll needed) suffers 1d8 points of damage + 2 points of temporary Wisdom damage + 1 point of Wisdom damage per five caster levels.

**Diminished Effects:** The target suffers 1d8 points of damage and +1 point of temporary Wisdom damage.

**Heightened Effects:** The target is stunned for 1 round per five caster levels as well.

### WOODLANDS PRISON

Transmutation [Plant]

**Level:** 4 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One helpless or willing creature of Large size or smaller

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You must cast this spell in an area thick with plants, some of which must be at least Medium in size (a wooded area, a thick garden, etc.). You create a cocoonlike prison, hidden among natural plants, to hold a subject motionless. While so imprisoned, the target grows no older and her body functions virtually cease. She cannot use any abilities, even purely mental ones. Those affected by the spell must be either helpless or willing (often, when granted the option of this type of imprisonment or death, a target submits to the spell). For up to one hour per day, you can mentally communicate with her, although she is in no way compelled to answer any questions or even respond.

*Locate creature* or similar divinations can find an imprisoned target. A *dispel magic* spell can free her.

**Diminished Effects:** The duration becomes one day per level.

**Heightened Effects:** The spell affects creatures of any size.

**Magic Item Creation Modifiers:** Single-use  $\times 3$ , constant  $\times 1.5$

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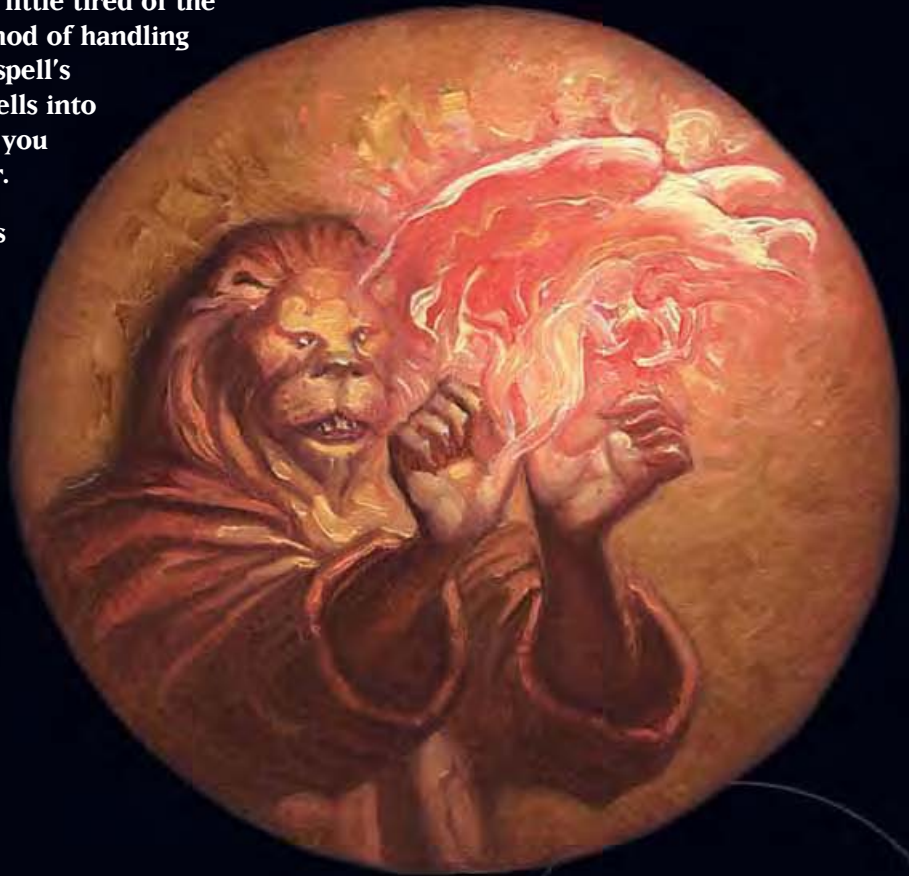
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