

bard 2, cleric 3, sorcerer/wizard 2, witch 2, antipaladin 2

Blindness-Deafness

CT 1 stand.

Components V

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

Duration permanent (D) **Save** Fortitude negates **SR** yes

You call upon the powers of unlife to render the subject blinded or deafened, your choice.

bard 1, cleric 1, sorcerer/wizard 1, witch 1, inquisitor 1, antipaladin 1

Cause Fear

CT 1 standard action

Components V, S

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

Duration 1d4 rounds or 1 round; see text **Save** Will partial **SR** no

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

sorcerer/wizard 1, witch 1

Chill Touch

CT 1 standard action

Components V, S

Range touch

Duration instantaneous **Save** Fortitude partial or Will negates; A touch from your hand, which glows with blue energy, disrupts the creatures. Each touch channels negative energy that deals 1d6 points of damage to the touched creature also takes 1 point of Strength damage unless it makes a Fortitude saving throw. You can use this melee touch attack up to three times per round on one creature you touch takes no damage of either sort, but it must succeed on a Will saving throw or flee as if panicked for 1d4 rounds + 1 round per round.

bard 2, cleric 2, sorcerer/wizard 2, inquisitor 2, antipaladin 2

Darkness

CT 1 standard action

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

Range touch

Duration 1 min./level (D) **Save** none **SR** no

This spell causes an object to radiate darkness out to a 20-foot radius. The spell causes the illumination level in the area to drop one step, from bright light, from normal light to dim light, or from dim light to darkness. The spell has no effect in an area that is already dark. Creatures with light vulnerability take no penalties in normal light. All creatures gain concealment (20% miss chance).

light. All creatures gain total concealment (50% miss chance) in dark. Darkvision can see in an area of dim light or darkness without penalty of light, such as torches and lanterns, do not increase the light level. Darkness. Magical light sources only increase the light level in an area higher spell level than darkness. If darkness is cast on a small object inside or under a lightproof covering, the spell's effect is blocked or removed. This spell does not stack with itself. Darkness can be used any light spell of equal or lower spell level.

bard 0, sorcerer/wizard 0, witch 0, summoner 0, inquisitor 0

Daze

CT 1 standard action

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

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

Duration 1 round **Save** Will negates **SR** yes

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

bard 0, cleric 0, druid 0, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, summoner 0, witch 0, inquisitor 0

Detect Magic

CT 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D) **Save** none **SR** 1

You detect magical auras. The amount of information revealed depends on the study of a particular area or subject. 1st Round: Presence or absence of magic. 2nd Round: Number of different magical auras and the power of the most powerful. 3rd Round: The strength and location of each aura. If the items or creatures are in line of sight, you can make Knowledge (arcana) skill checks to identify the type of magic involved in each. (Make one check per aura: DC 15 + spell level + caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, magical items, magic, or strong local magical emanations may distort or conceal weak auras. **Strength:** An aura's power depends on a spell's functioning spell level or the item's magic level; see the accompanying table. If an aura falls into more than one category, the stronger of the two applies. **Spell or Object Aura Power:** Dim (spell level) 3rd or lower 4th (deity-level) 5th or lower 6th-11th 12th-20th **Lingering Aura:** A magical aura lingers after its original source dissipates or is destroyed (in the case of a magic item). If detect magic is cast at such a location, the spell indicates an aura strength of dim (even if the aura is not there). How long the aura lingers at this dim level depends on its original strength. **Duration of Lingering Aura:** Dim 1d6 rounds Moderate 1d6 hours Overwhelming 1d6 days Outsiders and elementals are not affected, but if they are summoned, the conjuration spell registers. Each round

sorcerer/wizard 2, alchemist 2, witch 2

False Life

CT 1 standard action

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

Range personal

Duration 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to stay alive. While this spell is in effect, you gain temporary hit points equal to 1d10 + your Constitution modifier (maximum +10).

sorcerer/wizard 3, alchemist 3, summoner 3, witch 3

Fly

CT 1 standard action

Components V, S, F (a wing feather)

Range touch

Duration 1 min./level **Save** Will negates (harmless) **SR** yes (has a fly spell can charge but not run, and it cannot carry aloft more weight than a fly, plus any armor it wears. The subject gains a bonus on Fly skill equal to your caster level. Should the spell duration expire while the subject is flying, the subject floats slowly. The subject floats downward 60 feet per round if it reaches the ground in that amount of time, it lands safely. If not, it falls, taking 1d6 points of damage per 10 feet of fall. Since dispelling effectively ends it, the subject also descends safely in this way if the spell is dispelled, but not if it is negated by an antimagic field.

sorcerer/wizard 2

Ghoul touch

CT 1 standard action

Components V, S, M (cloth from a ghoulish creature or earth from a ghoulish creature)

Range touch

Duration 1d6+2 rounds **Save** Fortitude negates **SR** yes

Imbuing you with negative energy, this spell allows you to paralyze a humanoid for the duration of the spell with a successful melee touch. The subject exudes a carrion stench that causes all living creatures (except undead) within a 30-foot radius spread to become sickened (Fortitude negates). A neutralize spell removes the effect from a sickened creature, and creatures immune to poison are immune to the stench.

bard 0, sorcerer/wizard 0, summoner 0

Mage Hand

CT 1 standard action

Components V, S

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

Duration concentration Save none SR no

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

sorcerer/wizard 1

Magic Missile

CT 1 standard action

Components V, S

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

Duration instantaneous **Save** none **SR** yes

A missile of magical energy darts forth from your fingertip and strikes 1d4+1 points of force damage. The missile strikes unerringly, even in combat, so long as it has less than total cover or total concealment. A creature can't be singled out. Objects are not damaged by the spell. At levels beyond 1st, you gain an additional missile—two at 3rd level, three at 7th, and the maximum of five missiles at 9th level or higher. If you cast the spell on a creature, you can have them strike a single creature or several creatures. You must designate targets before you cast the spell. You must designate targets before you cast the spell. You must designate targets before you cast the spell. You must designate targets before you cast the spell.

bard 0, cleric 0, druid 0, sorcerer/wizard 0, summoner 0, witch 0, summoner 0, witch 0

Mending

CT 10 minutes

Components V, S

Range 10 ft.

Duration instantaneous **Save** Will negates (harmless, object) **S** (object)

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

sorcerer/wizard 1, witch 1

Ray of Enfeeblement

CT 1 stand

Components V, S

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

Effect ray

Duration 1 round/level **Save** Fortitude half **SR** yes

A coruscating ray springs from your hand. You must succeed on a ray strike a target. The subject takes a penalty to Strength equal to 1d6 levels (maximum 1d6+5). The subject's Strength score cannot drop below Fortitude save reduces this penalty by half. This penalty does not stack with the highest penalty instead.

sorcerer/wizard 0

Ray of Frost

CT 1 standard action

Components V, S

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

Effect ray

Duration instantaneous **Save** none **SR** yes

A ray of freezing air and ice projects from your pointing finger. You ranged touch attack with the ray to deal damage to a target. The ray deals cold damage.

sorcerer/wizard 2

Scorching Ray

CT 1 standard act

Components V, S

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

Effect one or more rays

Duration instantaneous **Save** none **SR** yes

You blast your enemies with a searing beam of fire. You may fire one additional ray for every four levels beyond 3rd (to a maximum of the 9th level). Each ray requires a ranged touch attack to hit and deals 4d6 fire damage. The rays may be fired at the same or different targets, but all rays must target targets within 30 feet of each other and fired simultaneously.

sorcerer/wizard 1, alchemist 1, summoner 1

Shield

CT 1 standard action

Components V, S

Range personal

Duration 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you, protecting you from missile attacks directed at you. The shield also provides a +4 shield bonus to your AC.

applies against incorporeal touch attacks, since it is a force effect. armor check penalty or arcane spell failure chance.

bard 1, sorcerer/wizard 1, witch 1

enchan

Sleep

CT 1 round

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

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

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

Duration 1 min./level **Save** Will negates **SR** yes

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

bard 2, cleric 2

Sound Burst

CT 1 standard action

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

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

Area 10-ft.-radius spread

Duration instantaneous **Save** Fortitude partial **SR** yes

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

sorcerer/wizard 2, witch 2

Spectral Hand

CT 1 standard act

Components V, S

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

Effect one spectral hand

Duration 1 min./level (D) **Save** none **SR** no

A ghostly hand shaped from your life force materializes and moves a you to deliver low-level, touch range spells at a distance. On casting 1d4 hit points that return when the spell ends (even if it is dispelled is destroyed. (The hit points can be healed as normal.) For as long a touch range spell of 4th level or lower that you cast can be delivered hand. The spell gives you a +2 bonus on your melee touch attack roll the hand counts normally as an attack. The hand always strikes from hand cannot flank targets like a creature can. After it delivers a spe the spell range or goes out of your sight, the hand returns to you and incorporeal and thus cannot be harmed by normal weapons. It has in damage on a failed Reflex save and no damage on a successful save) and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modif hand's AC as if it were the hand's Dexterity modifier. The hand has 1 same number that you lost in creating it.

sorcerer/wizard 0, witch 0

Touch of Fatigue

CT 1 standard

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

Range touch

Duration 1 round/level **Save** Fortitude negates **SR** yes

You channel negative energy through your touch, fatiguing the target a touch attack to strike a target. The subject is immediately fatigued for the duration. This spell has no effect on a creature that is already fatigued. If the subject has normal fatigue, the effect ends as soon as the spell's duration expires.

sorcerer/wizard 3, witch 3, antipaladin 3

Vampiric touch

CT 1 standard a

Components V, S

Range touch

Duration instantaneous/1 hour; see text **Save** none **SR** yes

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

