



# **PATHFINDER**

**ROLEPLAYING GAME**

**SPELL CARDS**

**CLERIC**

# Pathfinder Spell Cards – Cleric Core Rulebook Spells

These spell cards are intended for use with the Pathfinder RPG and use the spell text from the Pathfinder Roleplaying Game Reference Document (<http://paizo.com/pathfinderRPG/prd/>).

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If you have any issues to report, or questions please contact me at [Caedwyr@gmail.com](mailto:Caedwyr@gmail.com), or on the Paizo forums in the thread “Free Spell Cards” (<http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/pathfinderRPG/licensees/freeSpellCards>).

## Spell List Information

An <sup>M</sup> or <sup>F</sup> appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

**Order of Presentation:** In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell's name begins with “lesser,” “greater,” or “mass,” the spell is alphabetized under the second word of the spell name instead.

**Hit Dice:** The term “Hit Dice” is used synonymously with “character levels” for effects that affect a specific number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, still have character levels equal to their Hit Dice.

**Caster Level:** A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word “level” in the short descriptions that follow always refers to caster level.

**Creatures and Characters:** The words “creature” and “character” are used synonymously in the short descriptions.

## Cleric Spells

### 0-Level Cleric Spells (Orisons)

**Bleed:** Cause a stabilized creature to resume [dying](#).



**Create Water**: Creates 2 gallons/level of pure water.

**Detect Magic**: Detects spells and magic items within 60 ft.

**Detect Poison**: Detects poison in one creature or object.

**Guidance**: +1 on one attack roll, saving throw, or skill check.

**Light**: Object shines like a torch.

**Mending**: Makes minor repairs on an object.

**Purify Food and Drink**: Purifies 1 cu. ft./level of food or water.

**Read Magic**: Read scrolls and spellbooks.

**Resistance**: Subject gains +1 on saving throws.

**Stabilize**: Cause a dying creature to stabilize.

**Virtue**: Subject gains 1 temporary hp.

## 1st-Level Cleric Spells

**Bane**: Enemies take –1 on attack rolls and saves against fear.

**Bless**: Allies gain +1 on attack rolls and saves against fear.

**Bless Water**<sup>M</sup>: Makes holy water.

**Cause Fear**: One creature of 5 HD or less flees for 1d4 rounds.

**Command**: One subject obeys selected command for 1 round.

**Comprehend Languages**: You understand all spoken and written languages.

**Cure Light Wounds**: Cures 1d8 damage + 1/level (max +5).

**Curse Water**<sup>M</sup>: Makes unholy water.

**Deathwatch**: Reveals how near death subjects within 30 ft. are.

**Detect Chaos/Evil/Good/Law**: Reveals creatures, spells, or objects of selected alignment.

**Detect Undead**: Reveals undead within 60 ft.

**Divine Favor**: You gain +1 per three levels on attack and damage rolls.

**Doom**: One subject takes –2 on attack rolls, damage rolls, saves, and checks.

**Endure Elements**: Exist comfortably in hot or cold regions.

**Entropic Shield**: Ranged attacks against you have 20% miss chance.

**Hide from Undead**: Undead can't perceive one subject/level.

**Inflict Light Wounds**: Touch deals 1d8 damage +1/level (max +5).

**Magic Stone**: Three stones gain +1 on attack, deal 1d6 +1 damage.

**Magic Weapon**: Weapon gains +1 bonus.

**Obscuring Mist**: Fog surrounds you.

**Protection from Chaos/Evil/Good/Law**: +2 to AC and saves, plus additional protection against selected alignment.

**Remove Fear**: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

**Sanctuary**: Opponents can't attack you, and you can't attack.

**Shield of Faith**: Aura grants +2 or higher deflection bonus.

**Summon Monster I**: Summons extraplanar creature to fight for you.

## 2nd-Level Cleric Spells

**Aid**: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

**Align Weapon**: Weapon becomes good, evil, lawful, or chaotic.

**Augury**<sup>MF</sup>: Learns whether an action will be good or bad.

**Bear's Endurance**: Subject gains +4 to Con for 1 min./level.

**Bull's Strength**: Subject gains +4 to Str for 1 min./level.

**Calm Emotions**: Calms creatures, negating emotion effects.

**Consecrate**<sup>M</sup>: Fills area with positive energy, weakening undead.

**Cure Moderate Wounds**: Cures 2d8 damage + 1/level (max +10).

**Darkness**: 20-ft. radius of supernatural shadow.

**Death Knell**: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 caster level.

**Delay Poison**: Stops poison from harming target for 1 hour/level.

**Desecrate**<sup>M</sup>: Fills area with negative energy, making undead stronger.

**Eagle's Splendor**: Subject gains +4 to Cha for 1 min./level.

**Enthrall**: Captivates all within 100 ft. + 10 ft./level.

**Find Traps**: Notice traps as a rogue does.

**Gentle Repose**: Preserves one corpse.

**Hold Person**: Paralyzes one humanoid for 1 round/level.

**Inflict Moderate Wounds**: Touch attack, 2d8 damage + 1/level (max +10).

**Make Whole**: Repairs an object.

**Owl's Wisdom**: Subject gains +4 to Wis for 1 min./level.

**Remove Paralysis**: Frees creatures from paralysis or slow effect.

**Resist Energy**: Ignores 10 (or more) points of damage/attack from specified energy type.

**Restoration, Lesser**: Dispels magical ability penalty or repairs 1d4 ability damage.

**Shatter**: Sonic vibration damages objects or crystalline creatures.

**Shield Other**<sup>F</sup>: You take half of subject's damage.

**Silence**: Negates sound in 20-ft. radius.

**Sound Burst**: Deals 1d8 sonic damage to subjects; may stun them.

**Spiritual Weapon**: Magic weapon attacks on its own.

**Status**: Monitors condition, position of allies.

**Summon Monster II**: Summons extraplanar creature to fight for you.

**Undetectable Alignment**: Conceals alignment for 24 hours.

**Zone of Truth**: Subjects within range cannot lie.

### 3rd-Level Cleric Spells

**Animate Dead**<sup>M</sup>: Creates undead skeletons and zombies.

**Bestow Curse**: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

**Blindness/Deafness**: Makes subject blinded or deafened.

**Contagion**: Infects subject with chosen disease.

**Continual Flame**<sup>M</sup>: Makes a permanent, heatless light.

**Create Food and Water**: Feeds three humans (or one horse)/level.

**Cure Serious Wounds**: Cures 3d8 damage + 1/level (max +15).

**Daylight**: 60-ft. radius of bright light.

**Deeper Darkness**: Object sheds supernatural shadow in 60-ft. radius.

**Dispel Magic**: Cancels one magical spell or effect.

**Glyph of Warding**<sup>M</sup>: Inscription harms those who pass it.

**Helping Hand**: Ghostly hand leads subject to you.

**InFLICT Serious Wounds**: Touch attack, 3d8 damage + 1/level (max +15).

**Invisibility Purge**: Dispels invisibility within 5 ft./level.

**Locate Object**: Senses direction toward object (specific or type).

**Magic Circle against Chaos/Evil/Good/Law**: As *protection* spells, but 10-ft. radius and 10 min./level.

**Magic Vestment**: Armor or shield gains +1 enhancement per four levels.

**Meld into Stone**: You and your gear merge with stone.

**Obscure Object**: Masks object against scrying.

**Prayer**: Allies get +1 bonus on most rolls, enemies -1 penalty.

**Protection from Energy**: Absorb 12 points/level of damage from one kind of energy.

**Remove Blindness/Deafness**: Cures normal or magical blindness or deafness.

**Remove Curse**: Frees object or person from curse.

**Remove Disease**: Cures all diseases affecting subject.

**Searing Light**: Ray deals 1d8/two levels damage (more against undead).

**Speak with Dead**: Corpse answers one question/two levels.

**Stone Shape**: Sculpts stone into any shape.

**Summon Monster III**: Summons extraplanar creature to fight for you.

**Water Breathing**: Subjects can breathe underwater.

**Water Walk**: Subject treads on water as if solid.

**Wind Wall**: Deflects arrows, smaller creatures, and gases.



## 4th-Level Cleric Spells

**Air Walk**: Subject treads on air as if solid (climb or descend at 45-degree angle).

**Chaos Hammer**: Harms and slows lawful creatures (1d8 damage/2 levels).

**Control Water**: Raises or lowers bodies of water.

**Cure Critical Wounds**: Cures 4d8 damage + 1/level (max +20).

**Death Ward**: Grants bonuses against death spells and negative energy.

**Dimensional Anchor**: Bars extradimensional movement.

**Discern Lies**: Reveals deliberate falsehoods.

**Dismissal**: Forces a creature to return to native plane.

**Divination**<sup>M</sup>: Provides useful advice for specific proposed actions.

**Divine Power**: You gain attack bonuses and 1 hp/level.

**Freedom of Movement**: Subject moves normally despite impediments to movement.

**Giant Vermin**: Turns centipedes, scorpions, or spiders into giant vermin.

**Holy Smite**: Harms and possibly blinds evil creatures (1d8 damage/2 levels).

**Imbue with Spell Ability**: Transfer spells to subject.

**Inflict Critical Wounds**: Touch attack, 4d8 damage + 1/level (max +20).

**Magic Weapon, Greater**: Weapon gains +1 bonus/four levels (max +5).

**Neutralize Poison**: Immunizes subject against poison, detoxifies venom in or on subject.

**Order's Wrath**: Harms and dazes chaotic creatures (1d8 damage/2 levels).

**Planar Ally, Lesser**<sup>M</sup>: Exchange services with a 6 HD extraplanar creature.

**Poison**: Touch deals 1d3 Con damage 1/round for 6 rounds.

**Repel Vermin**: Insects, spiders, and other vermin stay 10 ft. away.

**Restoration**<sup>M</sup>: Restores level and ability score drains.

**Sending**: Delivers short message anywhere, instantly.

**Spell Immunity**: Subject is immune to one spell per 4 levels.

**Summon Monster IV**: Summons extraplanar creature to fight for you.

**Tongues**: Speak and understand any language.

**Unholy Blight**: Harms and sickens good creatures (1d8 damage/2 levels).

## 5th-Level Cleric Spells

**Atonement**<sup>FM</sup>: Removes burden of misdeeds from subject and reverses magical alignment change.

**Break Enchantment**: Frees subjects from enchantments, transmutations, and curses.

**Breath of Life**: Cures 5d8 damage + 1/level and restores life to recently slain creatures.

**Command, Greater**: As command, but affects one subject/level.

**Commune**<sup>M</sup>: Deity answers one yes-or-no question/level.

**Cure Light Wounds, Mass**: Cures 1d8 damage + 1/level, affects 1 subject/level.

**Dispel Chaos/Evil/Good/Law**: +4 bonus against attacks.

**Disrupting Weapon**: Melee weapon destroys undead.

**Flame Strike**: Smites foes with divine fire (1d6/level damage).

**Hallow**<sup>M</sup>: Designates location as holy.

**Inflict Light Wounds, Mass**: Deals 1d8 damage + 1/level, affects 1 subject/level.

**Insect Plague**: Wasp swarms attack creatures.

**Mark of Justice**: Designates action that triggers *curse* on subject.

**Plane Shift**<sup>F</sup>: As many as 8 subjects travel to another plane.

**Raise Dead**<sup>M</sup>: Restores life to subject who died as long as one day/level ago.

**Righteous Might**: Your size increases, and you gain bonuses in combat.

**Scrying**<sup>F</sup>: Spies on subject from a distance.

**Slay Living**: Touch attack deals 12d6 + 1 per level.

**Spell Resistance**: Subject gains SR 12 + level.

**Summon Monster V**: Summons extraplanar creature to fight for you.

**Symbol of Pain**<sup>M</sup>: Triggered rune wracks nearby creatures with pain.

**Symbol of Sleep**<sup>M</sup>: Triggered rune puts nearby creatures into catatonic slumber.

**True Seeing**<sup>M</sup>: Lets you see all things as they really are.

**Unhallow**<sup>M</sup>: Designates location as unholy.

**Wall of Stone**: Creates a stone wall that can be shaped.

## 6th-Level Cleric Spells

**Animate Objects**: Objects attack your foes.

**Antilife Shell**: 10-ft.-radius field hedges out living creatures.

**Banishment**: Banishes 2 HD/level of extraplanar creatures.

**Bear's Endurance, Mass**: As *bear's endurance*, affects 1 subject/level.

**Blade Barrier**: Wall of blades deals 1d6/level damage.

**Bull's Strength, Mass**: As *bull's strength*, affects 1 subject/level.

**Create Undead**<sup>M</sup>: Create ghosts, ghouls, mohrgs, or mummies.

**Cure Moderate Wounds, Mass**: Cures 2d8 damage + 1/level, affects 1 subject/level.

**Dispel Magic, Greater**: As *dispel magic*, but with multiple targets.

**Eagle's Splendor, Mass**: As *eagle's splendor*, affects 1 subject/level.

**Find the Path**: Shows most direct way to a location.

**Forbiddance**<sup>M</sup>: Blocks planar travel, damages creatures of different alignment.

**Geas/Quest**: As *lesser geas*, but affects any creature.

**Glyph of Warding, Greater**<sup>M</sup>: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

**Harm**: Deals 10 points/level damage to target.

**Heal**: Cures 10 points/level damage, all diseases and mental conditions.

**Heroes' Feast**: Food for one creature/level cures and grants combat bonuses.

**Inflict Moderate Wounds, Mass**: Deals 2d8 damage + 1/level, affects 1 subject/level.

**Owl's Wisdom, Mass**: As *owl's wisdom*, affects 1 subject/level.

**Planar Ally**<sup>M</sup>: As *lesser planar ally*, but up to 12 HD.

**Summon Monster VI**: Summons extraplanar creature to fight for you.

**Symbol of Fear**<sup>M</sup>: Triggered rune panics nearby creatures.

**Symbol of Persuasion**<sup>M</sup>: Triggered rune charms nearby creatures.

**Undeath to Death**<sup>M</sup>: Destroys 1d4 HD/level undead (max. 20d4).

**Wind Walk**: You and your allies turn vaporous and travel fast.

**Word of Recall**: Teleports you back to designated place.

## 7th–Level Cleric Spells

**Blasphemy**: Kills, paralyzes, weakens, or dazes nonevil subjects.

**Control Weather**: Changes weather in local area.

**Cure Serious Wounds, Mass**: Cures 3d8 damage + 1/level, affects 1 subject/level.

**Destruction**<sup>F</sup>: Kills subject and destroys remains.

**Dictum**: Kills, paralyzes, staggers, or deafens nonlawful targets.

**Ethereal Jaunt**: You become ethereal for 1 round/level.

**Holy Word**: Kills, paralyzes, blinds, or deafens nongood subjects.

**Inflict Serious Wounds, Mass**: Deals 3d8 damage + 1/level, affects 1 subject/level.

**Refuge**<sup>M</sup>: Alters item to transport its possessor to you.

**Regenerate**: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

**Repulsion**: Creatures can't approach you.

**Restoration, Greater**<sup>M</sup>: As *restoration*, plus restores all levels and ability scores.

**Resurrection**<sup>M</sup>: Fully restore dead subject.



**Scrying, Greater**: As *scrying*, but faster and longer.

**Summon Monster VII**: Summons extraplanar creature to fight for you.

**Symbol of Stunning**<sup>M</sup>: Triggered rune stuns nearby creatures.

**Symbol of Weakness**<sup>M</sup>: Triggered rune weakens nearby creatures.

**Word of Chaos**: Kills, confuses, stuns, or deafens nonchaotic subjects.

## 8th-Level Cleric Spells

**Antimagic Field**: Negates magic within 10 ft.

**Cloak of Chaos**<sup>F</sup>: +4 to AC, +4 resistance, and SR 25 against lawful spells.

**Create Greater Undead**<sup>M</sup>: Create shadows, wraiths, spectres, or devourers.

**Cure Critical Wounds, Mass**: Cures 4d8 damage + 1/level for many creatures.

**Dimensional Lock**: Teleportation and interplanar travel blocked for 1 day/level.

**Discern Location**: Reveals exact location of creature or object.

**Earthquake**: Intense tremor shakes 80-ft. radius.

**Fire Storm**: Deals 1d6/level fire damage.

**Holy Aura**<sup>F</sup>: +4 to AC, +4 resistance, and SR 25 against evil spells.

**Inflict Critical Wounds, Mass**: Deals 4d8 damage + 1/level, affects 1 subject/level.

**Planar Ally, Greater**<sup>M</sup>: As *lesser planar ally*, but up to 18 HD.

**Shield of Law**<sup>F</sup>: +4 to AC, +4 resistance, and SR 25 against chaotic spells.

**Spell Immunity, Greater**: As *spell immunity*, but up to 8th-level spells.

**Summon Monster VIII**: Summons extraplanar creature to fight for you.

**Symbol of Death**<sup>M</sup>: Triggered rune kills nearby creatures.

**Symbol of Insanity**<sup>M</sup>: Triggered rune renders nearby creatures insane.

**Unholy Aura**<sup>F</sup>: +4 to AC, +4 resistance, and SR 25 against good spells.

## 9th-Level Cleric Spells

**Astral Projection**<sup>M</sup>: Projects you and others onto Astral Plane.

**Energy Drain**: Subject gains 2d4 negative levels.

**Etherealness**: Travel to Ethereal Plane with companions.

**Gate**<sup>M</sup>: Connects two planes for travel or summoning.

**Heal, Mass**: As *heal*, but affects 1 subject/level.

**Implosion**: Inflict 10 damage/level to one creature/round.

**Miracle**<sup>M</sup>: Requests a deity's intercession.

**Soul Bind**<sup>F</sup>: Traps newly dead soul to prevent [resurrection](#).

**Storm of Vengeance**: Storm rains acid, lightning, and hail.

**Summon Monster IX**: Summons extraplanar creature to fight for you.

**True Resurrection**<sup>M</sup>: As [resurrection](#), plus remains aren't needed.

## Domain Spells

### Air Domain

1<sup>st</sup>—[obscuring mist](#), 2<sup>nd</sup>—[wind wall](#), 3<sup>rd</sup>—[gaseous form](#), 4<sup>th</sup>—[air walk](#), 5<sup>th</sup>—[control winds](#), 6<sup>th</sup>—[chain lightning](#), 7<sup>th</sup>—[elemental body IV](#) (air only), 8<sup>th</sup>—[whirlwind](#), 9<sup>th</sup>—[elemental swarm](#) (air spell only).

### Animal Domain

1<sup>st</sup>—[calm animals](#), 2<sup>nd</sup>—[hold animal](#), 3<sup>rd</sup>—[dominate animal](#), 4<sup>th</sup>—[summon nature's ally IV](#) (animals only), 5<sup>th</sup>—[beast shape III](#) (animals only), 6<sup>th</sup>—[antilife shell](#), 7<sup>th</sup>—[animal shapes](#), 8<sup>th</sup>—[summon nature's ally VIII](#) (animals only), 9<sup>th</sup>—[shapechange](#).

### Artifice Domain

1<sup>st</sup>—[animate rope](#), 2<sup>nd</sup>—[wood shape](#), 3<sup>rd</sup>—[stone shape](#), 4<sup>th</sup>—[minor creation](#), 5<sup>th</sup>—[fabricate](#), 6<sup>th</sup>—[major creation](#), 7<sup>th</sup>—[wall of iron](#), 8<sup>th</sup>—[instant summons](#), 9<sup>th</sup>—[prismatic sphere](#).

### Chaos Domain

1<sup>st</sup>—[protection from law](#), 2<sup>nd</sup>—[align weapon](#) (chaos only), 3<sup>rd</sup>—[magic circle against law](#), 4<sup>th</sup>—[chaos hammer](#), 5<sup>th</sup>—[dispel law](#), 6<sup>th</sup>—[animate objects](#), 7<sup>th</sup>—[word of chaos](#), 8<sup>th</sup>—[cloak of chaos](#), 9<sup>th</sup>—[summon monster IX](#) (chaos spell only).

### Charm Domain

1<sup>st</sup>—[charm person](#), 2<sup>nd</sup>—[calm emotions](#), 3<sup>rd</sup>—[suggestion](#), 4<sup>th</sup>—[heroism](#), 5<sup>th</sup>—[charm monster](#), 6<sup>th</sup>—[geas/quest](#), 7<sup>th</sup>—[insanity](#), 8<sup>th</sup>—[demand](#), 9<sup>th</sup>—[dominate monster](#).

### Community Domain

1<sup>st</sup>—[bless](#), 2<sup>nd</sup>—[shield other](#), 3<sup>rd</sup>—[prayer](#), 4<sup>th</sup>—[status](#), 5<sup>th</sup>—[telepathic bond](#), 6<sup>th</sup>—[heroes' feast](#), 7<sup>th</sup>—[refuge](#), 8<sup>th</sup>—[mass cure critical wounds](#), 9<sup>th</sup>—[miracle](#).

### Darkness Domain

1<sup>st</sup>—[obscuring mist](#), 2<sup>nd</sup>—[blindness/deafness](#) (only to cause blindness), 3<sup>rd</sup>—[deeper darkness](#), 4<sup>th</sup>—[shadow conjuration](#), 5<sup>th</sup>—[summon monster V](#) (summons 1d3 shadows), 6<sup>th</sup>—[shadow walk](#), 7<sup>th</sup>—[power word blind](#), 8<sup>th</sup>—[greater shadow evocation](#), 9<sup>th</sup>—[shades](#).

## Death Domain

1<sup>st</sup>—cause fear, 2<sup>nd</sup>—death knell, 3<sup>rd</sup>—animate dead, 4<sup>th</sup>—death ward, 5<sup>th</sup>—slay living, 6<sup>th</sup>—create undead, 7<sup>th</sup>—destruction, 8<sup>th</sup>—create greater undead, 9<sup>th</sup>—wail of the banshee.

## Destruction Domain

1<sup>st</sup>—true strike, 2<sup>nd</sup>—shatter, 3<sup>rd</sup>—rage, 4<sup>th</sup>—inflict critical wounds, 5<sup>th</sup>—shout, 6<sup>th</sup>—harm, 7<sup>th</sup>—disintegrate, 8<sup>th</sup>—earthquake, 9<sup>th</sup>—implosion.

## Earth Domain

1<sup>st</sup>—magic stone, 2<sup>nd</sup>—soften earth and stone, 3<sup>rd</sup>—stone shape, 4<sup>th</sup>—spike stones, 5<sup>th</sup>—wall of stone, 6<sup>th</sup>—stoneskin, 7<sup>th</sup>—elemental body IV (earth only), 8<sup>th</sup>—earthquake, 9<sup>th</sup>—elemental swarm (earth spell only).

## Evil Domain

1<sup>st</sup>—protection from good, 2<sup>nd</sup>—align weapon (evil only), 3<sup>rd</sup>—magic circle against good, 4<sup>th</sup>—unholy blight, 5<sup>th</sup>—dispel good, 6<sup>th</sup>—create undead, 7<sup>th</sup>—blasphemy, 8<sup>th</sup>—unholy aura, 9<sup>th</sup>—summon monster IX (evil spell only).

## Fire Domain

1<sup>st</sup>—burning hands, 2<sup>nd</sup>—produce flame, 3<sup>rd</sup>—fireball, 4<sup>th</sup>—wall of fire, 5<sup>th</sup>—fire shield, 6<sup>th</sup>—fire seeds, 7<sup>th</sup>—elemental body IV (fire only), 8<sup>th</sup>—incendiary cloud, 9<sup>th</sup>—elemental swarm (fire spell only).

## Glory Domain

1<sup>st</sup>—shield of faith, 2<sup>nd</sup>—bless weapon, 3<sup>rd</sup>—searing light, 4<sup>th</sup>—holy smite, 5<sup>th</sup>—righteous might, 6<sup>th</sup>—undeath to death, 7<sup>th</sup>—holy sword, 8<sup>th</sup>—holy aura, 9<sup>th</sup>—gate.

## Good Domain

1<sup>st</sup>—protection from evil, 2<sup>nd</sup>—align weapon (good only), 3<sup>rd</sup>—magic circle against evil, 4<sup>th</sup>—holy smite, 5<sup>th</sup>—dispel evil, 6<sup>th</sup>—blade barrier, 7<sup>th</sup>—holy word, 8<sup>th</sup>—holy aura, 9<sup>th</sup>—summon monster IX (good spell only).

## Healing Domain

1<sup>st</sup>—cure light wounds, 2<sup>nd</sup>—cure moderate wounds, 3<sup>rd</sup>—cure serious wounds, 4<sup>th</sup>—cure critical wounds, 5<sup>th</sup>—breath of life, 6<sup>th</sup>—heal, 7<sup>th</sup>—regenerate, 8<sup>th</sup>—mass cure critical wounds, 9<sup>th</sup>—mass heal.

## Knowledge Domain

1<sup>st</sup>—comprehend languages, 2<sup>nd</sup>—detect thoughts, 3<sup>rd</sup>—speak with dead, 4<sup>th</sup>—divination, 5<sup>th</sup>—true seeing, 6<sup>th</sup>—find the path, 7<sup>th</sup>—legend lore, 8<sup>th</sup>—discern location, 9<sup>th</sup>—foresight.

## Law Domain

1<sup>st</sup>—protection from chaos, 2<sup>nd</sup>—align weapon (law only), 3<sup>rd</sup>—magic circle against chaos, 4<sup>th</sup>—order's wrath, 5<sup>th</sup>—dispel chaos, 6<sup>th</sup>—hold monster, 7<sup>th</sup>—dictum, 8<sup>th</sup>—shield of law, 9<sup>th</sup>—summon monster IX (law spell only).



## Liberation Domain

1<sup>st</sup>—remove fear, 2<sup>nd</sup>—remove paralysis, 3<sup>rd</sup>—remove curse, 4<sup>th</sup>—freedom of movement, 5<sup>th</sup>—break enchantment, 6<sup>th</sup>—greater dispel magic, 7<sup>th</sup>—refuge, 8<sup>th</sup>—mind blank, 9<sup>th</sup>—freedom.

## Luck Domain

1<sup>st</sup>—true strike, 2<sup>nd</sup>—aid, 3<sup>rd</sup>—protection from energy, 4<sup>th</sup>—freedom of movement, 5<sup>th</sup>—break enchantment, 6<sup>th</sup>—mislead, 7<sup>th</sup>—spell turning, 8<sup>th</sup>—moment of prescience, 9<sup>th</sup>—miracle.

## Madness Domain

1<sup>st</sup>—lesser confusion, 2<sup>nd</sup>—touch of idiocy, 3<sup>rd</sup>—rage, 4<sup>th</sup>—confusion, 5<sup>th</sup>—nightmare, 6<sup>th</sup>—phantasmal killer, 7<sup>th</sup>—insanity, 8<sup>th</sup>—scintillating pattern, 9<sup>th</sup>—weird.

## Magic Domain

1<sup>st</sup>—identify, 2<sup>nd</sup>—magic mouth, 3<sup>rd</sup>—dispel magic, 4<sup>th</sup>—imbue with spell ability, 5<sup>th</sup>—spell resistance, 6<sup>th</sup>—antimagic field, 7<sup>th</sup>—spell turning, 8<sup>th</sup>—protection from spells, 9<sup>th</sup>—mage's disjunction.

## Nobility Domain

1<sup>st</sup>—divine favor, 2<sup>nd</sup>—enthrall, 3<sup>rd</sup>—magic vestment, 4<sup>th</sup>—discern lies, 5<sup>th</sup>—greater command, 6<sup>th</sup>—geas/quest, 7<sup>th</sup>—repulsion, 8<sup>th</sup>—demand, 9<sup>th</sup>—storm of vengeance.

## Plant Domain

1<sup>st</sup>—entangle, 2<sup>nd</sup>—barkskin, 3<sup>rd</sup>—plant growth, 4<sup>th</sup>—command plants, 5<sup>th</sup>—wall of thorns, 6<sup>th</sup>—repel wood, 7<sup>th</sup>—animate plants, 8<sup>th</sup>—control plants, 9<sup>th</sup>—shambler.

## Protection Domain

1<sup>st</sup>—sanctuary, 2<sup>nd</sup>—shield other, 3<sup>rd</sup>—protection from energy, 4<sup>th</sup>—spell immunity, 5<sup>th</sup>—spell resistance, 6<sup>th</sup>—antimagic field, 7<sup>th</sup>—repulsion, 8<sup>th</sup>—mind blank, 9<sup>th</sup>—prismatic sphere.

## Repose Domain

1<sup>st</sup>—deathwatch, 2<sup>nd</sup>—gentle repose, 3<sup>rd</sup>—speak with dead, 4<sup>th</sup>—death ward, 5<sup>th</sup>—slay living, 6<sup>th</sup>—undeath to death, 7<sup>th</sup>—destruction, 8<sup>th</sup>—waves of exhaustion, 9<sup>th</sup>—wail of the banshee.

## Rune Domain

1<sup>st</sup>—erase, 2<sup>nd</sup>—secret page, 3<sup>rd</sup>—glyph of warding, 4<sup>th</sup>—explosive runes, 5<sup>th</sup>—lesser planar binding, 6<sup>th</sup>—greater glyph of warding, 7<sup>th</sup>—instant summons, 8<sup>th</sup>—symbol of death, 9<sup>th</sup>—teleportation circle.

## Strength Domain

1<sup>st</sup>—enlarge person, 2<sup>nd</sup>—bull's strength, 3<sup>rd</sup>—magic vestment, 4<sup>th</sup>—spell immunity, 5<sup>th</sup>—righteous might, 6<sup>th</sup>—stoneskin, 7<sup>th</sup>—grasping hand, 8<sup>th</sup>—clenched fist, 9<sup>th</sup>—crushing hand.

## Sun Domain

1<sup>st</sup>—endure elements, 2<sup>nd</sup>—heat metal, 3<sup>rd</sup>—searing light, 4<sup>th</sup>—fire shield, 5<sup>th</sup>—flame strike, 6<sup>th</sup>—fire seeds, 7<sup>th</sup>—sunbeam, 8<sup>th</sup>—sunburst, 9<sup>th</sup>—prismatic sphere.

## Travel Domain

1<sup>st</sup>—longstrider, 2<sup>nd</sup>—locate object, 3<sup>rd</sup>—fly, 4<sup>th</sup>—dimension door, 5<sup>th</sup>—teleport, 6<sup>th</sup>—find the path, 7<sup>th</sup>—greater teleport, 8<sup>th</sup>—phase door, 9<sup>th</sup>—astral projection.

## Trickery Domain

1<sup>st</sup>—disguise self, 2<sup>nd</sup>—invisibility, 3<sup>rd</sup>—nondetection, 4<sup>th</sup>—confusion, 5<sup>th</sup>—false vision, 6<sup>th</sup>—mislead, 7<sup>th</sup>—screen, 8<sup>th</sup>—mass invisibility, 9<sup>th</sup>—time stop.

## War Domain

1<sup>st</sup>—magic weapon, 2<sup>nd</sup>—spiritual weapon, 3<sup>rd</sup>—magic vestment, 4<sup>th</sup>—divine power, 5<sup>th</sup>—flame strike, 6<sup>th</sup>—blade barrier, 7<sup>th</sup>—power word blind, 8<sup>th</sup>—power word stun, 9<sup>th</sup>—power word kill.

## Water Domain

1<sup>st</sup>—obscuring mist, 2<sup>nd</sup>—fog cloud, 3<sup>rd</sup>—water breathing, 4<sup>th</sup>—control water, 5<sup>th</sup>—ice storm, 6<sup>th</sup>—cone of cold, 7<sup>th</sup>—elemental body IV (water only), 8<sup>th</sup>—horrid wilting, 9<sup>th</sup>—elemental swarm (water spell only).

## Weather Domain

1<sup>st</sup>—obscuring mist, 2<sup>nd</sup>—fog cloud, 3<sup>rd</sup>—call lightning, 4<sup>th</sup>—sleet storm, 5<sup>th</sup>—ice storm, 6<sup>th</sup>—control winds, 7<sup>th</sup>—control weather, 8<sup>th</sup>—whirlwind, 9<sup>th</sup>—storm of vengeance.







## Bleed

Necromancy

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one living creature  
**Duration:** instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

You cause a living creature that is below 0 hit points but stabilized to resume **dying**. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins **dying**, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is **dying** to take 1 point of damage.

Level Cle0, Sor0, Wiz0

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## Create Water

Conjuration (creation) [water]

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** up to 2 gallons of water/level  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

*Note:* Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Level Cle0, Dru0, Pal1

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## Detect Poison

Divination

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target or Area:** one creature, one object, or a 5-ft cube  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 **Wisdom** check. A character with the **Craft (alchemy)** skill may try a DC 20 **Craft (alchemy)** check if the **Wisdom** check fails, or may try the **Craft (alchemy)** check prior to the **Wisdom** check. 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.

Level Cle0, Dru0, Pal1, Ran1, Sor0, Wiz0

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## Guidance

Divination

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 minute or until discharged  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Level Cle0, Dru0

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## Light

Evocation [light]

**V** **M** **DF** **Casting Time:** 1 standard action  
**Components:** V, M/DF (a firefly)  
**Range:** touch  
**Target:** object touched  
**Duration:** 10 min/level  
**Saving Throw:** none  
**Spell Resistance:** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is *immobile*, but it can be cast on a movable object.

You can only have one *light* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through *permanency* or a similar effect), it does not count against this limit. *Light* can be used to counter or dispel any *darkness* spell of equal or lower spell level.

Level Brd0, Cle0, Dru0, Sor0, Wiz0

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## Mending

Transmutation

**V** **S** **Casting Time:** 10 minutes  
**Components:** V, S  
**Range:** 10 ft  
**Target:** one object of up to 1 lb/level  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the **broken** condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Level Brd0, Cle0, Dru0, Sor0, Wiz0

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## Purify Food and Drink

Transmutation

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** 10 ft  
**Target:** 1 ft<sup>3</sup>/level of contaminated food and water  
**Duration:** instantaneous  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. *Unholy water* and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Level Cle0, Dru0

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## Read Magic

Divination

**V** **S** **F** **Casting Time:** 1 standard action  
**Components:** V, S, F (a clear crystal or mineral prism)  
**Range:** personal  
**Target:** you  
**Duration:** 10 min/level

You can decipher 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 or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a DC 13 **Spellcraft** check, a *greater glyph of warding* with a DC 16 **Spellcraft** check, or any *symbol* spell with a **Spellcraft** check (DC 10 + spell level).

*Read magic* can be made permanent with a *permanency* spell.

Level Brd0, Cle0, Dru0, Pal1, Ran1, Sor0, Wiz0

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## Resistance

Abjuration

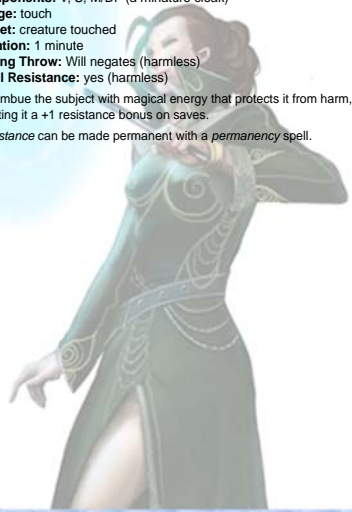
V  
S  
M

**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a miniature cloak)  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 minute  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

DF

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



Level Brd0, Cle0, Dru0, Pal1, Sor0, Wiz0

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## Stabilize

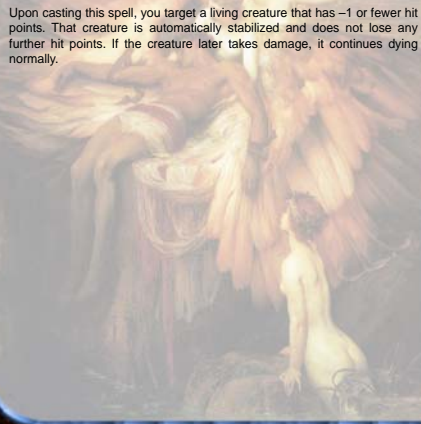
Conjuration (healing)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one living creature  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

DF



Level Cle0, Dru0

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## Virtue

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min  
**Saving Throw:** none  
**Spell Resistance:** yes (harmless)

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

DF



Level Cle0, Dru0, Pal1

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## Bane

Enchantment (compulsion) [fear, mind-affecting]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 50 ft  
**Area:** 50-ft radius burst, centered on you  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

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

DF



Level Cle1

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## Bless

Enchantment (compulsion) [mind-affecting]

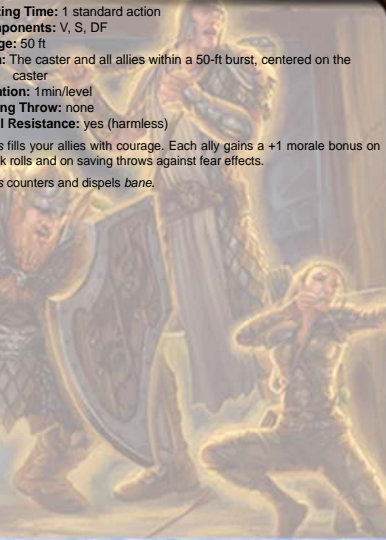
V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 50 ft  
**Area:** The caster and all allies within a 50-ft burst, centered on the caster  
**Duration:** 1 min/level  
**Saving Throw:** none  
**Spell Resistance:** yes (harmless)

*Bless* fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

DF

*Bless* counters and dispels *bane*.



Level Cle1, Pal1

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## Bless Water

Transmutation [good]

V  
S  
M

**Casting Time:** 1 minute  
**Components:** V, S, M (5 lbs. of powdered silver worth 25 gp)  
**Range:** touch  
**Target:** flask of water touched  
**Duration:** instantaneous  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** yes (object)

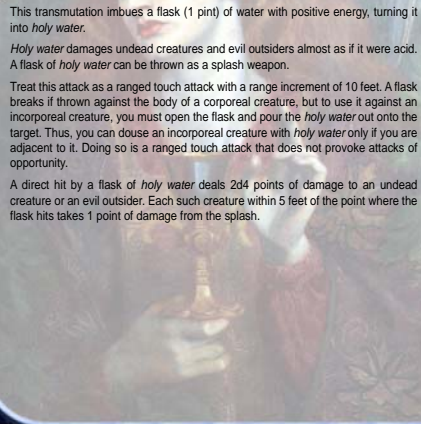
This transmutation imbues a flask (1 pint) of water with positive energy, turning it into *holy water*.

*Holy water* damages undead creatures and evil outsiders almost as if it were acid. A flask of *holy water* can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the *holy water* out onto the target. Thus, you can douse an incorporeal creature with *holy water* only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of *holy water* deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

DF



Level Cle1, Pal1

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## Cause Fear

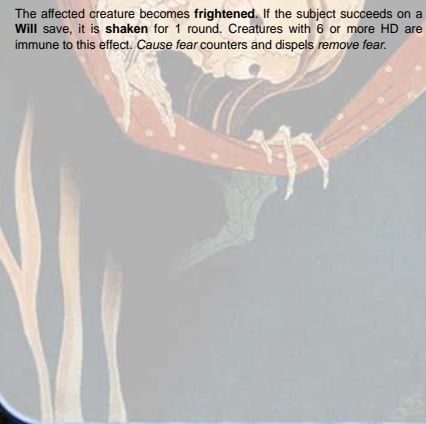
Necromancy [fear, mind-affecting]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one living creature with 5 or fewer HD  
**Duration:** 1d4 rounds or 1 round; see text  
**Saving Throw:** Will partial  
**Spell Resistance:** yes

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

DF



Level Brd1, Cle1, Sor1, Wiz1

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## Command

Enchantment (compulsion) [language-dependent, mind-affecting]

V

**Casting Time:** 1 standard action  
**Components:** V  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one living creature  
**Duration:** 1 round  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

**Approach:** On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Drop:** On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

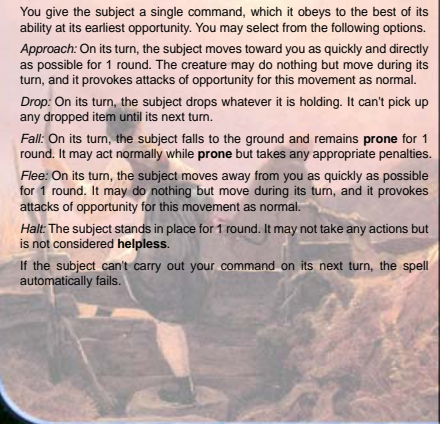
**Fall:** On its turn, the subject falls to the ground and remains **prone** for 1 round. It may act normally while **prone** but takes any appropriate penalties.

**Hide:** On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Help:** The subject stands in place for 1 round. It may not take any actions but is not considered **helpless**.

If the subject can't carry out your command on its next turn, the spell automatically fails.

DF



Level Cle1

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## Comprehend Languages

Divination

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a pinch of soot and salt)  
**Range:** personal  
**Target:** you  
**Duration:** 10 min/level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

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

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

Level Brd1, Cle1, Sor1, Wiz1

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## Cure Light Wounds

Conjuration (healing)

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will half (harmless); see text  
**Spell Resistance:** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a **Will** save to take half damage.

Level Brd1, Cle1, Dru1, Pal1, Ran2

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## Curse Water

Necromancy [evil]

**V** **S** **M**  
**Casting Time:** 1 minute  
**Components:** V, S, M (5 lbs. of powdered silver worth 25 gp)  
**Range:** touch  
**Target:** flask of water touched  
**Duration:** instantaneous  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into *unholy water*.

*Unholy water* damages good outsiders almost as if it were acid. A flask of *unholy water* weighs 1 lb. and can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the *unholy water* out onto the target. Thus, you can douse an incorporeal creature with *unholy water* only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of *unholy water* deals 2d4 points of damage to a good outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Level Cle1

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## Deathwatch

Necromancy

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** 30 ft  
**Area:** cone-shaped emanation  
**Duration:** 10 min/level  
**Saving Throw:** none  
**Spell Resistance:** no

Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). *Deathwatch* sees through any spell or ability that allows creatures to feign death.

Level Cle1

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## Divine Favor

Evocation

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** personal  
**Target:** you  
**Duration:** 1 min

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Level Cle1, Pal1

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## Doom

Necromancy [fear, mind-affecting]

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** medium (100 ft + 10 ft/level)  
**Target:** one living creature  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell fills a single subject with a feeling of horrible dread that causes it to become **shaken**.

Level Cle1

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## Endure Elements

Abjuration

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** 24 hours  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make **Fortitude** saves. The creature's equipment is likewise protected.

*Endure elements* doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Level Cle1, Dru1, Pal1, Ran1, Sor1, Wiz1

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## Entropic Shield

Abjuration

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** personal  
**Target:** you  
**Duration:** 1 min/level

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

Level Cle1

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## Hide from Undead

Abjuration

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Targets:** one touched creature/level  
**Duration:** 1 min/level (D)  
**Saving Throw:** Will negates (harmless); see text  
**Spell Resistance:** yes

DF

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

Level Cle1

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## Inflict Light Wounds

Necromancy

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** yes

DF

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Level Cle1

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## Magic Stone

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Targets:** up to three pebbles touched  
**Duration:** 30 minutes or until discharged  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

DF

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Level Cle1, Dru1

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## Magic Weapon

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** weapon touched  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

DF

*Magic weapon* gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic lang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Level Cle1, Pal1, Sor1, Wiz1

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## Obscuring Mist

Conjuration (creation)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** 20 ft  
**Effect:** cloud spreads in 20-ft radius from you, 20 ft high  
**Duration:** 1 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

DF

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

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

This spell does not function underwater.

Level Cle1, Dru1, Sor1, Wiz1

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## Protection from Chaos

Abjuration [lawful]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** no; see text

DF

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

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

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by chaotic creatures or objects, subject to GM discretion.

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

Level Cle1, Pal1, Sor1, Wiz1

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## Protection from Evil

Abjuration [good]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** no; see text

DF

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

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

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

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

Level Cle1, Pal1, Sor1, Wiz1

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## Protection from Good

Abjuration [evil]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** no; see text

DF

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

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

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by good creatures or objects, subject to GM discretion.

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

Level Cle1, Sor1, Wiz1

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## Protection from Law

Abjuration [chaotic]

**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** no; see text

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

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

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by lawful creatures or objects, subject to GM discretion.

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

**Level Cle1, Sor1, Wiz1**

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## Remove Fear

Abjuration

**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** one creature plus one additional creature per four levels, no two of which can be more than 30 ft apart  
**Duration:** 10 minutes; see text  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

*Remove fear counters and dispels cause fear.*

**Level Brd1, Cle1**

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## Sanctuary

Abjuration

**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** no

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

**Level Cle1**

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## Shield of Faith

Abjuration

**Components:** V, S, M (parchment with a holy text written on it)  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

**Level Cle1**

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## Summon Monster I

Conjuration (summoning) [see text]

**Components:** V, S, F/DF (a tiny bag and a small candle)  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

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

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

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

**Level Brd1, Cle1, Sor1, Wiz1**

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## Aid

Enchantment (compulsion) [mind-affecting]

**Components:** V, S, DF  
**Range:** touch  
**Target:** living creature touched  
**Duration:** 1 min/level  
**Saving Throw:** none  
**Spell Resistance:** yes (harmless)

*Aid* grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

**Level Cle2**

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## Align Weapon

Transmutation [see text]

**Components:** V, S, DF  
**Range:** touch  
**Target:** weapon touched or 50 projectiles (all of which must be together at the time of casting)  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

*Align weapon* makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, *align weapon* is a chaotic, evil, good, or lawful spell, respectively.

**Level Cle2**

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## Augury

Divination

**Components:** V, S, M (incense worth at least 25gp), F (a set of marked sticks, bones, or cards worth at least 25gp)  
**Range:** personal  
**Target:** you  
**Duration:** instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- \* Weal (if the action will probably bring good results).
- \* Woe (for bad results).
- \* Weal and woe (for both).
- \* Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same die result as the first casting.

**Level Cle2**

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## Bear's Endurance

Transmutation

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, MDF (a few hairs or a pinch of dung from a bear)  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes

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

Level Cle2, Dru2, Ran2, Sor2, Wiz2

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## Bull's Strength

Transmutation

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, MDF (a few hairs, or a pinch of dung from a bull)  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

Level Cle2, Dru2, Pal2, Sor2, Wiz2

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## Calm Emotions

Enchantment (compulsion) [mind-affecting]

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** creatures in a 20-ft radius spread  
**Duration:** concentration, up to 1 round/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

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

Level Brd2, Cle2

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## Consecrate

Evocation [good]

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M (a vial of holy water and 25 gp worth of silver dust), DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Area:** 20-ft radius emanation  
**Duration:** 2 hours/level  
**Saving Throw:** none  
**Spell Resistance:** no

This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy DCs, -2 penalties for undead in the area).

You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the *consecrate* spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

*Consecrate* counters and dispels *desecrate*.

Level Cle2

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## Cure Moderate Wounds

Conjuration (healing)

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will half (harmless); see text  
**Spell Resistance:** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a **Will** save to take half damage.

Level Brd2, Cle2, Dru3, Pal3, Ran3

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## Darkness

Evocation [darkness]

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, MDF (bat fur and a piece of coal)  
**Range:** touch  
**Target:** object touched  
**Duration:** 1 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

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

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

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

Level Brd2, Cle2, Sor2, Wiz2

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## Death Knell

Necromancy [death, evil]

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** living creature touched  
**Duration:** instantaneous/10 minutes per HD of subject; see text  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

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

Level Cle2

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## Delay Poison

Conjuration (healing)

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 hour/level  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

Level Brd2, Cle2, Dru2, Pal2, Ran1

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## Desecrate

Evocation [evil]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M (a vial of unholy water and 25 gp worth (5 lbs.)  
**M** of silver dust, all of which must be sprinkled around the  
area), DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Area:** 20-ft radius emanation  
**Duration:** 2 hours/level  
**Saving Throw:** none  
**Spell Resistance:** yes

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

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

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

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

*Desecrate* counters and dispels *consecrate*.

Level Cle2

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## Eagle's Splendor

Transmutation

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M/DF (feathers or droppings from an eagle)  
**M** **Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes

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

Level Brd2, Cle2, Pal2, Sor2, Wiz2

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## Find Traps

Divination

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S  
**Range:** personal  
**Target:** you  
**Duration:** 1 min/level

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level (maximum +10) on **Perception** checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that *find traps* grants no ability to disable the traps that you may find.

Level Cle2

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## Gentle Repose

Necromancy

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M/DF (salt and a copper piece for each of the  
**M** corpse's eyes)  
**Range:** touch  
**Target:** corpse touched  
**Duration:** 1 day/level  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** yes (object)

**DF** You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant. The spell also works on severed body parts and the like.

Level Cle2, Sor3, Wiz3

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## Hold Person

Enchantment (compulsion) [mind-affecting]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, F/DF (a small, straight piece of iron)  
**M** **Range:** medium (100 ft + 10 ft/level)  
**Target:** one humanoid creature  
**Duration:** 1 round/level (D); see text  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** yes

**DF** The subject becomes **paralyzed** and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is **paralyzed** cannot flap its wings and falls. A swimmer can't swim and may drown.

Level Brd2, Sor3, Wiz3

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## Inflict Moderate Wounds

Necromancy

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S  
**M** **Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** yes

When laying your hand upon a creature, you channel negative energy that deals 2d8 points of damage + 1 point per caster level (maximum +10).

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

Level Cle2

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## Make Whole

Transmutation

**V** **Casting Time:** 10 minutes  
**S** **Components:** V, S  
**M** **Range:** close (25 ft + 5 ft/2levels)  
**Target:** one object of up to 10 ft<sup>3</sup>/level or one construct creature of any size  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the **broken** condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. When cast on a construct creature, *make whole* repairs 1d6 points of damage per level (maximum 5d6).

*Make whole* can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Level Cle2, Sor2, Wiz2

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## Owl's Wisdom

Transmutation

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M/DF (feathers or droppings from an owl)  
**M** **Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes

**DF** The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to **Wisdom**, adding the usual benefit to **Wisdom**-related skills. Clerics, druids, and rangers (and other **Wisdom**-based spellcasters) who receive *owl's wisdom* do not gain any additional bonus spells for the increased **Wisdom**, but the save DCs for their spells increase.

Level Cle2, Dru2, Pal2, Ran2, Sor2, Wiz2

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## Remove Paralysis

Conjuration (healing)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** up to four creatures, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

You can free one or more creatures from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the **staggered** condition. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.

Level Cle2, Pal2

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## Resist Energy

Abjuration

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 10 min/level  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** yes (harmless)

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

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

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

Level Cle2, Dru2, Pal2, Ran1, Sor2, Wiz2

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## Lesser Restoration

Conjuration (healing)

V  
S

**Casting Time:** 3 rounds  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

*Lesser restoration* dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an **exhausted** condition to **fatigued**. It does not restore permanent ability drain.

Level Cle2, Dru2, Pal1

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## Shatter

Evocation [sonic]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a chip of mica)  
**Range:** close (25 ft + 5 ft/2levels)  
**Area or Target:** 5-ft radius spread; or one solid object or one crystalline creature  
**Duration:** instantaneous  
**Saving Throw:** Will negates (object); Will negates (object) or Fortitude half; see text  
**Spell Resistance:** yes

*Shatter* creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object, or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such unattended objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a **Fortitude** save for half damage.

Level Brd2, Cle2, Sor2, Wiz2

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## Shield Other

Abjuration

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, F (a pair of platinum rings worth 50gp worn by both you and the target)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature  
**Duration:** 1 hour/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered **Constitution** score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Level Cle2, Pal2

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## Silence

Illusion (glamer)

V  
S

**Casting Time:** 1 round  
**Components:** V, S  
**Range:** long (400 ft + 40 ft/level)  
**Area:** 20-ft radius emanation centered on a creature, object, or point in space  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates; see text or none (object)  
**Spell Resistance:** yes; see text or no (object)

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

Level Brd2, Cle2

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## Sound Burst

Evocation [sonic]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, F/DF (a musical instrument)  
**Range:** close (25 ft + 5 ft/2levels)  
**Area:** 10-ft radius spread  
**Duration:** instantaneous  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** yes

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

Level Brd2, Cle2

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## Status

Divination

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Targets:** one living creature touched per three levels  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, **disabled**, **staggered**, **unconscious**, **dying**, **nauseated**, **panicked**, **stunned**, **poisoned**, **diseased**, **confused**, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Level Cle2

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## Summon Monster II

Conjuration (summoning) [see text]

**V** **S** **F** **DF**

**Casting Time:** 1 round  
**Components:** V, S, F/DF (a tiny bag and a small candle)  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 2nd level list or 1d3 creatures of the same kind from the 1st level list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

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

**Level Brd2, Cle2, Sor2, Wiz2**

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## Undetectable Alignment

Abjuration

**V** **S**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature or object  
**Duration:** 24 hours  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** yes (object)

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

**Level Brd1, Cle2, Pal2**

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## Zone of Truth

Enchantment (compulsion) [mind-affecting]

**V** **S** **DF**

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Area:** 20-ft radius emanation  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

**Level Cle2, Pal2**

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## Animate Dead

Necromancy [evil]

**V** **S** **M**

**Casting Time:** 1 standard action  
**Components:** V, S, M (an onyx gem worth at least 25gp per HD of the undead)  
**Range:** touch  
**Effect:** one or more corpses touched  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no

This spell turns corpses into undead skeletons or zombies that obey your spoken commands.

The undead can be made to follow you, or be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

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

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

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

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

**Level Cle3, Sor4, Wiz4**

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## Bestow Curse

Necromancy

**V** **S**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** permanent  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

You place a curse on the subject. Choose one of the following.

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

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

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

*Bestow curse* counters *remove curse*.

**Level Cle3, Sor4, Wiz4**

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## Blindness/Deafness

Necromancy

**V**

**Casting Time:** 1 standard action  
**Components:** V  
**Range:** medium (100 ft + 10 ft/level)  
**Target:** one living creature  
**Duration:** permanent (D)  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** yes

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

**Level Brd2, Cle3, Sor2, Wiz2**

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## Contagion

Necromancy [evil]

**V** **S**

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** living creature touched  
**Duration:** instantaneous  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** yes

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

**Level Cle3, Dru3, Sor4, Wiz4**

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## Continual Flame

Evocation [light]

**V** **S** **M**

**Casting Time:** 1 standard action  
**Components:** V, S, M (ruby dust worth 50gp)  
**Range:** touch  
**Target:** object touched  
**Effect:** magical, heatless flame  
**Duration:** permanent  
**Saving Throw:** none  
**Spell Resistance:** no

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched.

Light spells counter and dispel *darkness* spells of an equal or lower level.

**Level Cle3, Sor2, Wiz2**

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## Create Food and Water

Conjuration (creation)

V  
S

**Casting Time:** 10 minutes  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** food and water to sustain three humans or one horse/level for 24 hours  
**Duration:** 24 hours; see text  
**Saving Throw:** none  
**Spell Resistance:** no

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Level Cle3

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## Cure Serious Wounds

Conjuration (healing)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will half (harmless); see text  
**Spell Resistance:** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 3d8 points of damage + 1 point per caster level (maximum +15). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Level Brd3, Cle3, Dru4, Pal4, Ran4

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## Daylight

Evocation [light]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** object touched  
**Duration:** 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

*Daylight* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

*Daylight* counters or dispels any darkness spell of equal or lower level, such as *darkness*.

Level Brd3, Cle3, Dru3, Pal3, Sor3, Wiz3

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## Deeper Darkness

Evocation [darkness]

V  
M  
DF

**Casting Time:** 1 standard action  
**Components:** V, M/DF (bat fur and a piece of coal)  
**Range:** touch  
**Target:** object touched  
**Duration:** 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

This spell causes an object to radiate darkness out to a 60-foot radius. This darkness causes the illumination level in the area to drop two steps, from bright light to dim light, from normal light to darkness, and from dim or darkness to supernaturally dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Supernatural darkness functions like darkness, but even creatures with darkvision cannot see within the spell's confines. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than *deeper darkness*.

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

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

Level Cle3

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## Inflict Serious Wounds

Necromancy

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** yes

When laying your hand upon a creature, you channel negative energy that deals 3d8 points of damage + 1 point per caster level (maximum +15).

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

Level Cle3

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## Invisibility Purge

Evocation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** personal  
**Target:** you  
**Duration:** 1 min/level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything *invisible* becomes visible while in the area.

Level Cle3

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## Locate Object

Divination

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, F/DF (a forked twig)  
**Range:** long (400 ft + 40 ft/level)  
**Area:** circle, centered on you, with a radius of 400 ft + 40 ft/level  
**Duration:** 1 min/level  
**Saving Throw:** none  
**Spell Resistance:** no

**F** You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

**DF** The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* and *nondetection* fool it.

Level Brd2, Cle3, Sor2, Wiz2

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## Magic Vestment

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** armor or shield touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level).

**DF** An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Level Cle3

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## Meld into Stone

Transmutation [earth]

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** personal  
**Target:** you  
**Duration:** 10 min/level

*Meld into stone* enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

**DF** While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 **Fortitude** save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying. *Stone to flesh* expels you and deals you 5d6 points of damage. *Stone shape* deals 3d6 points of damage but does not expel you. *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 **Fortitude** save, in which case you are merely expelled. Finally, *passwall* expels you without damage.

Level Cle3, Dru3

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## Obscure Object

Abjuration

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (chameleon skin)  
**Range:** touch  
**Target:** one object touched of up to 100 lbs/level  
**Duration:** 8 hours (D)  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** yes (object)

**DF** This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Level Brd1, Cle3, Sor2, Wiz2

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## Prayer

Enchantment (compulsion) [mind-affecting]

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 40 ft  
**Area:** all allies and foes within a 40 ft radius burst centered on you  
**Duration:** 1 round/level  
**Saving Throw:** none  
**Spell Resistance:** yes

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

Level Cle3, Pal3

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## Protection from Energy

Abjuration

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 10 min/level or until discharged  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** yes (harmless)

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

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

Level Cle3, Dru3, Ran2, Sor3, Wiz3

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## Remove Blindness/Deafness

Conjuration (healing)

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** yes (harmless)

*Remove blindness/deafness* cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged. *Remove blindness/deafness* counters and dispels *blindness/deafness*.

Level Cle3, Pal3

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## Remove Curse

Abjuration

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature or object touched  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

*Remove curse* can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

*Remove curse* counters and dispels *bestow curse*.

Level Brd3, Cle3, Pal3, Sor4, Wiz4

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## Remove Disease

Conjuration (healing)

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** yes (harmless)

*Remove disease* can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Level Cle3, Dru3, Ran3

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## Searing Light

Evocation

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** ray  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

Level Cle3

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## Speak with Dead

Necromancy [language-dependent]

**V** **S** **DF**  
**Casting Time:** 10 minutes  
**Components:** V, S, DF  
**Range:** 10 ft  
**Target:** one dead creature  
**Duration:** 1 min/level  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** no

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

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

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

**Level Cle3**

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## Stone Shape

Transmutation [earth]

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, MDF (soft clay)  
**Range:** touch  
**Target:** stone or stone object touched, up to 10 ft<sup>3</sup> + 1 ft<sup>3</sup>/level  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no

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

**Level Cle3, Dru3, Sor4, Wiz4**

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## Summon Monster III

Conjuration (summoning) [see text]

**V** **S** **DF**  
**Casting Time:** 1 round  
**Components:** V, S, F/DF (a tiny bag and a small candle)  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 3rd level list, 1d3 creatures of the same kind from the 2nd level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

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

**Level Brd3, Cle3, Sor3, Wiz3**

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## Water Breathing

Transmutation

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, MDF (short reed or piece of straw)  
**Range:** touch  
**Target:** living creatures touched  
**Duration:** 2 hours/level; see text  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

**Level Cle3, Dru3, Sor3, Wiz3**

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## Water Walk

Transmutation [water]

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Targets:** one touched creature/level  
**Duration:** 10 min/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

**Level Cle3, Ran3**

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## Wind Wall

Evocation [air]

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, MDF (a tiny fan and an exotic feather)  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** wall up to 10 ft/level long and 5 ft/level high (S)  
**Duration:** 1 round/level  
**Saving Throw:** none; see text  
**Spell Resistance:** yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A **Reflex** save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in *gaseous form* cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *wind walls* to enclose specific points.

**Level Cle3, Dru3, Ran2, Sor3, Wiz3**

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## Air Walk

Transmutation [air]

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature (Gargantuan or smaller) touched  
**Duration:** 10 min/level  
**Saving Throw:** none  
**Spell Resistance:** yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

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

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see **Handle Animal** skill) with 1 week of work and a DC 25 **Handle Animal** check.

**Level Cle4, Dru4**

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## Chaos Hammer

Evocation [chaotic]

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** 20-ft radius burst  
**Duration:** instantaneous (1d6 rounds); see text  
**Saving Throw:** Will partial; see text  
**Spell Resistance:** yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds (see the *slow* spell). A successful **Will** save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful **Will** save.

**Level Cle4**

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## Cure Critical Wounds

Conjuration (healing)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will half (harmless); see text  
**Spell Resistance:** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 48 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Level Brd4, Cle4, Dru5

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## Death Ward

Necromancy

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** living creature touched  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

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

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

Level Cle4, Dru5, Pal4

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## Dimensional Anchor

Abjuration

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** ray  
**Duration:** 1 min/level  
**Saving Throw:** none  
**Spell Resistance:** yes (object)

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

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

Level Cle4, Sor4, Wiz4

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## Discern Lies

Divination

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** concentration, up to 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** no

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different target.

Level Cle4, Pal3

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## Dismissal

Abjuration

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one extraplanar creature  
**Duration:** instantaneous  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** yes

This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Level Cle4, Sor5, Wiz5

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## Divination

Divination

V  
S

**Casting Time:** 10 minutes  
**Components:** V, S, M (incense worth at least 25gp)  
**Range:** personal  
**Target:** you  
**Duration:** instantaneous

A *divination* can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%. If the die 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* spell and yield the same answer each time.

Level Cle4

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## Divine Power

Evocation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** personal  
**Target:** you  
**Duration:** 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, **Strength** checks, and **Strength**-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as *haste* or weapons with the *speed* special ability.

Level Cle4

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## Freedom of Movement

Abjuration

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, M (a leather strip bound to the target), DF  
**Range:** personal or touch  
**Target:** you or creature touched  
**Duration:** 10 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

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

Level Brd4, Cle4, Dru4, Ran4

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## Giant Vermin

Transmutation

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** 1 or more vermin, no two of which can be more than 30-ft apart  
**Duration:** 1 min/level  
**Saving Throw:** none  
**Spell Resistance:** yes

You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider). The number of vermin which can be affected by this spell depends on your caster level, as noted on the table below.

Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whomever or whatever is near them.

Caster Level	Centipedes	Scorpions	Spiders
9th or lower	3	1	2
10th–13th	4	2	3
14th–17th	6	3	4
18th–19th	8	4	5
20th or higher	12	6	8

Level Cle4, Dru4

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## Holy Smite

Evocation [good]

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** 20-ft radius burst  
**Duration:** instantaneous (1 round); see text  
**Saving Throw:** Will partial; see text  
**Spell Resistance:** yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become **blinded** for 1 round. A successful **Will** saving throw reduces damage to half and negates the **blinded** effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not **blinded**. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful **Will** save.

Level Cle4

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## Imbue with Spell Ability

Evocation

**V** **S** **DF**  
**Casting Time:** 10 minutes  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched; see text  
**Duration:** permanent until discharged (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an **Intelligence** score of at least 5 and a **Wisdom** score of at least 9 can receive this boon. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

HD of Recipient	Spells Imbued
2 or lower	One 1st-level spell
3–4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must be able to move freely. To cast a spell with a material component or focus, it must have the materials or focus.

Level Cle4

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## Inflict Critical Wounds

Necromancy

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** yes

When laying your hand upon a creature, you channel negative energy that deals 4d8 points of damage + 1 point per caster level (maximum +20).

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

Level Cle4

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## Greater Magic Weapon

Transmutation

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (powdered lime and carbon)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one weapon or 50 projectiles (all of which must be together at the time of casting)  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

This spell gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

You can't cast this spell on a natural weapon, such as an unarmed strike. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Level Cle4, Pal3, Sor3, Wiz3

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## Neutralize Poison

Conjuration (healing)

**V** **S** **M**  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (charcoal)  
**Range:** touch  
**Target:** creature or object of up to 1 ft<sup>3</sup>/level touched  
**Duration:** instantaneous or 10 min/level; see text  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, 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 can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a **Will** save to negate the effect.

Level Brd4, Cle4, Dru3, Pal4, Ran3

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## Order's Wrath

Evocation [lawful]

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** nonlawful creatures within a burst that fills a 30-ft cube  
**Duration:** instantaneous (1 round); see text  
**Saving Throw:** Will partial; see text  
**Spell Resistance:** yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be **dazed** for 1 round. A successful **Will** save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful **Will** save.

Level Cle4

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## Poison

Necromancy

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** living creature touched  
**Duration:** instantaneous; see text  
**Saving Throw:** Fortitude negates; see text  
**Spell Resistance:** yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack.

This poison deals 1d3 **Constitution** damage per round for 6 rounds. Poisoned creatures can make a **Fortitude** save each round to negate the damage and end the affliction.

Level Cle4, Dru3

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## Repel Vermin

Abjuration

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 10 ft  
**Area:** 10-ft radius emanation centered on you  
**Duration:** 10 min/level (D)  
**Saving Throw:** none or Will negates; see text  
**Spell Resistance:** yes

An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier.

**DF** A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Level Brd4, Cle4, Dru4, Ran3

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## Restoration

Conjuration (healing)

**V** **S** **M**  
**Casting Time:** 1 minute  
**Components:** V, S, M (diamond dust worth 100gp or 1,000gp, see text)  
**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, dispels all temporary **negative levels** or one permanent **negative level**, cures all points of temporary ability damage, and restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

If this spell is used to dispel a permanent **negative level**, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent **negative level** possessed by a target in a 1-week period.

Level Cle4, Pal4

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## Sending

Evocation

**V** **S** **M**  
**Casting Time:** 10 minutes  
**Components:** V, S, M/DF (fine copper wire)  
**Range:** see text  
**Target:** one creature  
**Duration:** 1 round; see text  
**Saving Throw:** none  
**Spell Resistance:** no

**DF** You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an **Intelligence** score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its **Intelligence**. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Level Cle4, Sor5, Wiz5

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## Spell Immunity

Abjuration

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 10 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

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

Level Cle4

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## Summon Monster IV

Conjuration (summoning) [see text]

**V** **S** **F** **DF**  
**Casting Time:** 1 round  
**Components:** V, S, F/DF (a tiny bag and a small candle)  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

**F** **DF** This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 4th level list, 1d3 creatures of the same kind from the 3rd level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

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

Level Brd4, Cle4, Sor4, Wiz4

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## Tongues

Divination

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, M/DF (a clay model of a ziggurat)  
**Range:** touch  
**Target:** creature touched  
**Duration:** 10 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** no

**DF** This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

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

Level Brd2, Cle4, Sor3, Wiz3

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## Unholy Blight

Evocation [evil]

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** 20-ft radius spread  
**Duration:** instantaneous (1d4 rounds); see text  
**Saving Throw:** Will partial  
**Spell Resistance:** yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be **sickened** for 1d4 rounds. A successful Will save reduces damage to half and negates the **sickened** effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not **sickened**. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Level Cle4

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## Break Enchantment

Abjuration

**V** **S**  
**Casting Time:** 1 minute  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** one to one creature per level, all within 30 ft of each other  
**Duration:** instantaneous  
**Saving Throw:** see text  
**Spell Resistance:** no

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Level Brd4, Cle5, Pal4, Sor5, Wiz5

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## Breath of Life

Conjuration (healing)

**VS** Casting Time: 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless) or Will half; see text  
**Spell Resistance:** yes (harmless) or yes; see text

This spell cures 5d8 points of damage + 1 point per caster level (maximum +25).

Unlike other spells that heal damage, *breath of life* can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its **Constitution** score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its **Constitution** score, the creature remains dead. Creatures brought back to life through *breath of life* gain a temporary **negative level** that lasts for 1 day.

Creatures slain by death effects cannot be saved by *breath of life*.

Like cure spells, *breath of life* deals damage to undead creatures rather than curing them, and cannot bring them back to life.

Level Cle5

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## Greater Command

Enchantment (compulsion) [language-dependent, mind-affecting]

**VS** Casting Time: 1 standard action  
**Components:** V  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

You give the subject(s) a single command, which it obeys to the best of its ability at its earliest opportunity. At the start of each commanded creature's action after the first, it gets another **Will** save to attempt to break free from the spell. You may select from the following options. Each creature must receive the same command.

**Approach:** On its turn, the subject moves toward you as quickly and directly as possible for the duration of the effect. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Drop:** On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until the effect ends.

**Fall:** On its turn, the subject falls to the ground and remains **prone** for the duration of the effect. It may act normally while **prone** but takes any appropriate penalties.

**Flee:** On its turn, the subject moves away from you as quickly as possible for the duration of the effect. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Halt:** The subject stands in place for the duration of the effect. It may not take any actions but is not considered **helpless**.

If the subject can't carry out your command on its next turn, the spell automatically fails on that subject.

Level Cle5

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## Commune

Divination

**VS** Casting Time: 10 minutes  
**Components:** V, S, M (holy or unholy water and incense worth 500gp), DF  
**Range:** personal  
**Target:** you  
**Duration:** 1 round/level

**DM** You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

**DF** The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Level Cle5

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## Mass Cure Light Wounds

Conjuration (healing)

**VS** Casting Time: 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will half (harmless) or Will half; see text  
**Spell Resistance:** yes (harmless) or yes; see text

You channel positive energy to cure 1d3 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a **Will** save for half damage.

Level Brd6, Cle6, Dru7

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## Dispel Chaos

Abjuration [lawful]

**VS** Casting Time: 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target(s):** you and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object  
**Duration:** 1 round/level or until discharged, whichever comes first  
**Saving Throw:** see text  
**Spell Resistance:** see text

**DF** Constant, blue lawful energy surrounds you. This energy has three effects. First, you gain a +4 deflection bonus to AC against attacks by chaotic creatures.

Second, on making a successful melee touch attack against a chaotic creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful **Will** save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by a chaotic creature or any one chaotic spell. Spells that can't be dispelled by *dispel magic*, as detailed in their descriptions, also can't be dispelled by *dispel chaos*. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel chaos* can take effect. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Level Cle5, Pal4

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## Dispel Evil

Abjuration [good]

**VS** Casting Time: 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target(s):** you and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object  
**Duration:** 1 round/level or until discharged, whichever comes first  
**Saving Throw:** see text  
**Spell Resistance:** see text

**DF** Shimmering, white holy energy surrounds you. This energy has three effects.

First, you gain a +4 deflection bonus to AC against attacks by evil creatures.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful **Will** save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by *dispel magic*, as detailed in their descriptions, also can't be dispelled by *dispel evil*. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel evil* can take effect. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Level Cle5, Pal4

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## Dispel Good

Abjuration [evil]

**VS** Casting Time: 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target(s):** you and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object  
**Duration:** 1 round/level or until discharged, whichever comes first  
**Saving Throw:** see text  
**Spell Resistance:** see text

**DF** Dark, wavering unholy energy surrounds you. This energy has three effects.

First, you gain a +4 deflection bonus to AC against attacks by good creatures.

Second, on making a successful melee touch attack against a good creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful **Will** save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by a good creature or any one good spell. Spells that can't be dispelled by *dispel magic*, as detailed in their descriptions, also can't be dispelled by *dispel good*. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel good* can take effect. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Level Cle5

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## Dispel Law

Abjuration [chaotic]

**VS** Casting Time: 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target(s):** you and a touched lawful creature from another plane, or you and an enchantment or lawful spell on a touched creature or object  
**Duration:** 1 round/level or until discharged, whichever comes first  
**Saving Throw:** see text  
**Spell Resistance:** see text

**DF** Flickering, yellow chaotic energy surrounds you. This energy has three effects.

First, you gain a +4 deflection bonus to AC against attacks by lawful creatures.

Second, on making a successful melee touch attack against a lawful creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful **Will** save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by a lawful creature or any one lawful spell. Spells that can't be dispelled by *dispel magic*, as detailed in their descriptions, also can't be dispelled by *dispel law*. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel law* can take effect. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Level Cle5

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## Disrupting Weapon

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** one melee weapon  
**Duration:** 1 round/level  
**Saving Throw:** Will negates (harmless, object); see text  
**Spell Resistance:** yes (harmless, object)

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.



Level Cle5

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## Flame Strike

Evocation [fire]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** cylinder (10-ft radius, 40 ft high)  
**Duration:** instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** yes

A *flame strike* evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power, and is therefore not subject to being reduced by resistance to fire-based attacks.

DF



Level Cle5, Dru4

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## Mass Inflict Light Wounds

Necromancy

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies.

Like other *inflict* spells, *mass inflict light wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.



Level Cle5

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## Insect Plague

Conjuration (summoning)

V  
S

**Casting Time:** 1 round  
**Components:** V, S, DF  
**Range:** long (400 ft + 40 ft/level)  
**Effect:** one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm  
**Duration:** 1 min/level  
**Saving Throw:** none  
**Spell Resistance:** no

You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

DF



Level Cle5, Dru5

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## Mark of Justice

Necromancy

V  
S

**Casting Time:** 10 minutes  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** permanent, see text  
**Saving Throw:** none  
**Spell Resistance:** yes

You mark a subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of undesirable behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical to the effect of *bestow curse*.

DF

When activated a curse is placed on the subject. Choose one of the following.

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

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

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of justice* caster level. These restrictions apply regardless of whether the mark has activated.

Level Cle5, Pal4

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## Plane Shift

Conjuration (teleportation)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, F (a forked metal rod attuned to the plane of travel)  
**Range:** touch  
**Target:** creature touched, or up to eight willing creatures joining hands  
**Duration:** instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

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

F



Level Cle5, Sor7, Wiz7

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## Righteous Might

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** personal  
**Target:** you  
**Duration:** 1 round/level (D)

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to **Strength** and **Constitution** and take a -2 penalty to your **Dexterity**. You gain a +2 enhancement bonus to your natural armor. You gain DR 5/evil (if you normally channel positive energy) or DR 5/good (if you normally channel negative energy). At 15th level, this DR becomes 10/evil or 10/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a **Strength** check (using your increased **Strength**) to burst any enclosures in the process (see Additional Rules for rules on breaking objects). If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical effects that increase size do not stack.

DF



Level Cle5

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## Slay Living

Necromancy [death]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** living creature touched  
**Duration:** instantaneous  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** yes

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

DF



Level Cle5

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## Spell Resistance

Abjuration

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

**DF**

Level Cle5

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## Summon Monster V

Conjuration (summoning) [see text]

**V** **S** **F** **DF**  
**Casting Time:** 1 round  
**Components:** V, S, F/DF (a tiny bag and a small candle)  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 5th level list, 1d3 creatures of the same kind from the 4th level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

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

Level Brd5, Cle5, Sor5, Wiz5

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## Wall of Stone

Conjuration (creation) [earth]

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a small block of granite)  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** stone wall whose area is up to one 5-ft 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. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. 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. It can be used 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. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the **Strength** check is 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 can avoid entrapment with successful **Reflex** saves.

Level Cle5, Dru6, Sor5, Wiz5

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## Animate Objects

Transmutation

**V** **S** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Targets:** one Small object per caster level; see text  
**Duration:** 1 round/level  
**Saving Throw:** none  
**Spell Resistance:** no

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot affect objects carried or worn by a creature.

*Animate objects* can be made permanent with a *permanency* spell.

Level Brd6, Cle6

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## Antilife Shell

Abjuration

**V** **S** **DF**  
**Casting Time:** 1 round  
**Components:** V, S, DF  
**Range:** 10 ft  
**Area:** 10-ft radius emanation, centered on you  
**Duration:** 1 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

**DF** The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Level Cle6, Dru6

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## Banishment

Abjuration

**V** **S** **F** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, F (see text)  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** one or more extraplanar creatures, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

**F** A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane and back to its proper plane if it fails a **Will** save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), and the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

Level Cle6, Sor7, Wiz7

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## Mass Bear's Endurance

Transmutation

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a few hairs or a pinch of dung from a bear)  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes

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

Level Cle6, Dru6, Sor6, Wiz6

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## Blade Barrier

Evocation [force]

**V** **S** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** wall of whirling blades up to 20 ft long/level, or a ringed wall of whirling blades with a radius of up to 5 ft per two levels, either form is 20 ft high  
**Duration:** 1 min/level (D)  
**Saving Throw:** Reflex half or Reflex negates; see text  
**Spell Resistance:** yes

**DF** An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a **Reflex** save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful **Reflex** save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on **Reflex** saves) against attacks made through it.

Level Cle6

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## Mass Bull's Strength

Transmutation

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a few hairs, or a pinch of dung from a bull)  
**Range:** close (25ft + 5 ft/2levels)  
**Targets:** one creature/level, no two of which can be more than 30ft apart  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

Level Cle6, Dru6, Sor6, Wiz6

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## Create Undead

Necromancy [evil]

**V** **S** **M**  
**Casting Time:** 1 hour  
**Components:** V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50gp per HD of the undead to be created)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one corpse  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no

A much more potent spell than *animate dead*, this evil spell allows you to infuse a dead body with negative energy to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghost
15th–17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

Level Cle6, Sor6, Wiz6

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## Mass Cure Moderate Wounds

Conjuration (healing)

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will half (harmless) or Will half; see text  
**Spell Resistance:** yes (harmless) or yes; see text

You channel positive energy to cure 2d8 points of damage + 1 point per caster level (maximum +30) on each selected creature. Like other *cure* spells, *mass cure moderate wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a **Will** save for half damage.

Level Brd6, Cle6, Dru7

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## Mass Eagle's Splendor

Transmutation

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (feathers or droppings from an eagle)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** One creature/level, no two of which can be more than 30 ft apart  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes

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

Level Brd6, Cle6, Sor6, Wiz6

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## Find the Path

Divination

**V** **S** **DF**  
**Casting Time:** 3 rounds  
**Components:** V, S, F (a set of divination counters)  
**Range:** personal or touch  
**Target:** you or creature touched  
**Duration:** 10 min/level  
**Saving Throw:** none or Will negates (harmless)  
**Spell Resistance:** no or yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the caster as he follows the path revealed by this spell.

Level Brd6, Cle6, Dru6

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## Harm

Necromancy

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will half; see text  
**Spell Resistance:** yes

*Harm* charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount. *Harm* cannot reduce the target's hit points to less than 1.

If used on an undead creature, *harm* acts like *hail*.

Level Cle6

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## Heal

Conjuration (healing)

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

*Heal* enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, **blinded**, **confused**, **dazed**, **dazzled**, **deafened**, **diseased**, **exhausted**, **fatigued**, **feebleminded**, **insanity**, **nauseated**, **poisoned**, **sickened**, and **stunned**. It also cures 10 hit points of damage per level of the caster, to a maximum of 250 points at 15th level.

*Heal* does not remove **negative levels** or restore permanently drained ability score points.

If used against an undead creature, *heal* instead acts like *harm*.

Level Cle6, Dru7

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## Heroes' Feast

Conjuration (creation)

**V** **S** **DF**  
**Casting Time:** 10 minutes  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** feast for one creature/level  
**Duration:** 1 hour plus 12 hours; see text  
**Saving Throw:** none  
**Spell Resistance:** no

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both *neutralize poison* and *remove disease*, and gains 1d8 temporary hit points + 1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and **Will** saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Level Brd6, Cle6

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## Mass Inflict Moderate Wounds

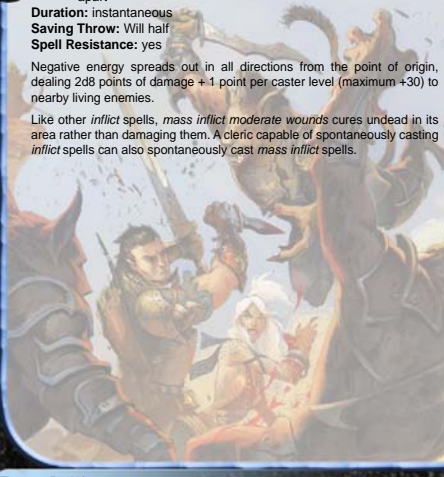
Necromancy

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** yes

Negative energy spreads out in all directions from the point of origin, dealing 2d8 points of damage + 1 point per caster level (maximum +30) to nearby living enemies.

Like other *inflict* spells, *mass inflict moderate wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.



Level Cle6

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## Mass Owl's Wisdom

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (feathers or droppings from an owl)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature/level, no two of which can be more than 30ft apart  
**Duration:** 1min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes

The transmuted creatures become wiser. The spell grants a +4 enhancement bonus to **Wisdom**, adding the usual benefit to **Wisdom**-related skills. Clerics, druids, and rangers (and other **Wisdom**-based spellcasters) who receive *mass owl's wisdom* do not gain any additional bonus spells for the increased **Wisdom**, but the save DCs for their spells increase.



Level Cle6, Dru6, Sor6, Wiz6

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## Summon Monster VI

Conjuration (summoning) [see text]

V  
S

**Casting Time:** 1 round  
**Components:** V, S, F/DF (a tiny bag and a small candle)  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 6th level list, 1d3 creatures of the same kind from the 5th level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

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

Level Brd6, Cle6, Sor6, Wiz6

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## Undeath to Death

Necromancy

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (diamond powder worth 500gp)  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** several undead creatures within a 40-ft radius burst  
**Duration:** instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

*Undeath to death* harms undead creatures, destroying them instantly. The spell destroys 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.



Level Cle6, Sor6, Wiz6

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## Wind Walk

Transmutation [air]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Targets:** you and one touched creature per three levels  
**Duration:** 1 hour/level (D); see text  
**Saving Throw:** no and Will negates (harmless)  
**Spell Resistance:** no and yes (harmless)

You alter the substance of your body to a cloudlike vapor and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

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

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind walks a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not **invisible** but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Level Cle6, Dru7

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## Word of Recall

Conjuration (teleportation)

V

**Casting Time:** 1 standard action  
**Components:** V  
**Range:** unlimited  
**Target:** you and touched objects or other willing creatures  
**Duration:** instantaneous  
**Saving Throw:** none or Will negates (harmless, object)  
**Spell Resistance:** no or yes (harmless, object)

*Word of recall* teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's **Will** save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

Level Cle6, Dru8

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## Control Weather

Transmutation

V  
S

**Casting Time:** 10 minutes; see text  
**Components:** V, S  
**Range:** 2 miles  
**Area:** 2 mile radius circle, centered on you; 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. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

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
Late winter	Hurricane-force winds or early spring

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather — where lightning strikes, for example, or the exact path of a tornado. 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.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Level Cle7, Dru7, Sor7, Wiz7

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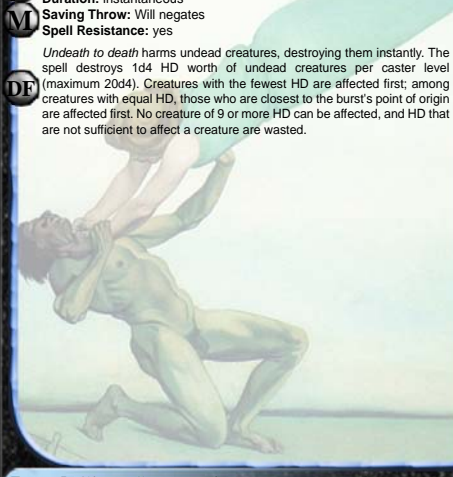
## Mass Cure Serious Wounds

Conjuration (healing)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will half (harmless) or Will half; see text  
**Spell Resistance:** yes (harmless) or yes; see text

You channel positive energy to cure 3d8 points of damage + 1 point per caster level (maximum +35) on each selected creature. Like other *cure* spells, *mass cure serious wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a **Will** save for half damage.



Level Cle7, Dru8

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## Destruction

Necromancy [death]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, F (holy or unholy symbol costing 500gp)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature  
**Duration:** instantaneous  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** yes

F

This spell instantly delivers 10 points of damage per caster level. If the spell slays the target, it consumes the remains utterly in holy (or unholy) fire (but not its equipment or possessions). If the target's **Fortitude** saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell (and was slain) is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

Level Cle7

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## Ethereal Jaunt

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** personal  
**Target:** you  
**Duration:** 1 round/level (D)

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

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

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

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

Level Cle7, Sor7, Wiz7

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## Mass Inflict Serious Wounds

Necromancy

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** yes

Negative energy spreads out in all directions from the point of origin, dealing 3d8 points of damage + 1 point per caster level (maximum +35) to nearby living enemies.

Like other *inflict* spells, *mass inflict serious wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

Level Cle7

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## Refuge

Conjuration (teleportation)

V  
S  
M

**Casting Time:** 1 standard action  
**Components:** V, S, M (a prepared object worth 1,500gp)  
**Range:** touch  
**Target:** object touched  
**Duration:** permanent until discharged  
**Saving Throw:** none  
**Spell Resistance:** no

When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar or animal companion that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the *refuge* spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Level Cle7, Sor9, Wiz9

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## Regenerate

Conjuration (healing)

V  
S

**Casting Time:** 3 full rounds  
**Components:** V, S, DF  
**Range:** touch  
**Target:** living creature touched  
**Duration:** instantaneous  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** yes (harmless)

DF

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

*Regenerate* also cures 4d8 points of damage + 1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Level Cle7, Dru9

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## Repulsion

Abjuration

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, F/DF (a pair of canine statuettes worth 50 gp)  
**Range:** up to 10 ft/level  
**Area:** up to 10-ft radius/level emanation centered on you  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

F

DF

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Level Cle7, Sor6, Wiz6

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## Greater Restoration

Conjuration (healing)

V  
S  
M

**Casting Time:** 3 rounds  
**Components:** V, S, M (diamond dust worth 5,000gp)  
**Range:** touch  
**Target:** creature touched  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

*Greater restoration* dispels any magical effects reducing one of the subject's ability scores, dispels all permanent and temporary **negative levels**, and restores all points of temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates any fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Level Cle7

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## Resurrection

Conjuration (healing)

V  
S  
M

**Casting Time:** 1 minute  
**Components:** V, S, M (diamond worth 10,000 gp), DF  
**Range:** touch  
**Target:** dead creature touched  
**Duration:** instantaneous  
**Saving Throw:** none, see text  
**Spell Resistance:** yes (harmless)

DF

You restore life and complete strength to any deceased creature. 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, a subject that wants to return receives no saving throw.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject of the spell gains one permanent **negative level** when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of **Constitution** drain instead (if this would reduce its **Con** to 0 or less, it can't be resurrected). None of the dead creature's equipment or possessions are affected in any way by this spell.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Level Cle7

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## Summon Monster VII

Conjuration (summoning) [see text]

V  
S  
F  
DF

**Casting Time:** 1 round  
**Components:** V, S, F/DF (a tiny bag and a small candle)  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 7th level list, 1d3 creatures of the same kind from the 6th level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

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

Level Cle7, Sor7, Wiz7

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## Cloak of Chaos

Abjuration [chaotic]

V  
S  
F

**Casting Time:** 1 standard action  
**Components:** V, S, F (a tiny reliquary worth 50gp)  
**Range:** 20 ft  
**Targets:** one creature/level in a 20-ft radius burst centered on you  
**Duration:** 1 round/level (D)  
**Saving Throw:** see text  
**Spell Resistance:** yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become **confused**. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from law*, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration protects from possession and mental influence, just as *protection from law* does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is **confused** for 1 round (**Will** save negates, as with the *confusion* spell, but against the save DC of *cloak of chaos*).

Level Cle8

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## Create Greater Undead

Necromancy [evil]

V  
S  
M

**Casting Time:** 1 hour  
**Components:** V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50gp per HD of the undead to be created)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one corpse  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no

A much more potent spell than *animate dead*, this evil spell allows you to infuse a dead body with negative energy to create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of your animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

Level Cle8, Sor8, Wiz8

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## Mass Cure Critical Wounds

Conjuration (healing)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will half (harmless) or Will half; see text  
**Spell Resistance:** yes (harmless) or yes; see text

You channel positive energy to cure 4d8 points of damage + 1 point per caster level (maximum +40) on each selected creature. Like other cure spells, *mass cure critical wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a **Will** save for half damage.

Level Cle8, Dru9

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## Dimensional Lock

Abjuration

V  
S  
F  
DF

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** 20-ft radius emanation centered on a point in space  
**Duration:** 1 day/level  
**Saving Throw:** none  
**Spell Resistance:** yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *ethereality*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

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

Level Cle8, Sor8, Wiz8

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## Discern Location

Divination

V  
S  
F  
DF

**Casting Time:** 10 minutes  
**Components:** V, S, DF  
**Range:** unlimited  
**Effect:** one creature or object  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Level Cle8, Sor8, Wiz8

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## Fire Storm

Evocation [fire]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** two 10-ft cubes per level (S)  
**Duration:** instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their **Reflex** save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 **Reflex** save.

Level Cle8, Dru7

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## Holy Aura

Abjuration [good]

V  
S  
F

**Casting Time:** 1 standard action  
**Components:** V, S, F (a tiny reliquary worth 500gp)  
**Range:** 20 ft  
**Targets:** one creature/level in a 20-ft radius burst centered on you  
**Duration:** 1 round/level (D)  
**Saving Throw:** see text  
**Spell Resistance:** yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become **blinded** when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. This benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration protects the recipient from possession and mental influence. The recipient immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or via *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Finally, if an evil creature succeeds on a melee attack against a creature warded by a *holy aura*, the offending attacker is **blinded** (**Fortitude** save negates, as *blindness/deafness*, but against *holy aura*'s save DC).

Level Cle8

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## Mass Inflict Critical Wounds

Necromancy



**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature/level, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** yes

Negative energy spreads out in all directions from the point of origin, dealing 4d8 points of damage + 1 point per caster level (maximum +40) to nearby living enemies.

Like other *inflict* spells, *mass inflict critical wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

Level Cle8

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## Shield of Law

Abjuration [lawful]



**Casting Time:** 1 standard action  
**Components:** V, S, F (a reliquary worth 500gp)  
**Range:** 20 ft  
**Target:** one creature/level in a 20-ft radius burst centered on you  
**Duration:** 1 round/level (D)  
**Saving Throw:** see text  
**Spell Resistance:** yes (harmless)

**F** A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *slowing* chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from chaos*, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration protects you from possession and mental influence, just as *protection from chaos* does.

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

Multiple slow effects don't stack. The slow effect dispels *haste*.

Level Cle8

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## Greater Spell Immunity

Abjuration



**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** creature touched  
**Duration:** 10 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

**DF** The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 8th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. *Greater spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

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

Level Cle8

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## Summon Monster VIII

Conjuration (summoning) [see text]



**Casting Time:** 1 round  
**Components:** V, S, F/DF (a tiny bag and a small candle)  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

**DF** This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 8th level list, 1d3 creatures of the same kind from the 7th level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

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

Level Cle8, Sor8, Wiz8

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## Unholy Aura

Abjuration [evil]



**Casting Time:** 1 standard action  
**Components:** V, S, F (a tiny reliquary worth 500gp)  
**Range:** 20 ft  
**Target:** one creature/level in a 20-ft radius burst centered on you  
**Duration:** 1 round/level (D)  
**Saving Throw:** see text  
**Spell Resistance:** yes (harmless)

**F** A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains SR 25 against good spells and spells cast by good creatures.

Third, the abjuration protects the subjects from possession and mental influence, just as *protection from good* does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of **Strength** damage (**Fortitude** negates).

Level Cle8

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## Energy Drain

Necromancy



**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** ray of negative energy  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 2d4 temporary **negative levels**. **Negative levels** stack. Twenty-four hours after gaining them, the subject must make a **Fortitude** saving throw (DC = energy drain spell's save DC) for each **negative level**. If the save succeeds, that **negative level** is removed. If it fails, that **negative level** becomes permanent.

For each **negative level** a creature has, it takes a cumulative -1 penalty on all ability checks, attack rolls, combat maneuver checks, **Combat Maneuver Defense**, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each **negative level** it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each **negative level** possessed. Spellcasters do not lose any prepared spells or slots as a result of **negative levels**. If a creature's **negative levels** equal or exceed its total Hit Dice, it dies.

An undead creature struck by the ray gains 2d4 x 5 temporary hit points for 1 hour.

Level Cle9, Sor9, Wiz9

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## Etherealness

Transmutation



**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch; see text  
**Target:** you and one other touched creature per three levels  
**Duration:** 1 min/level (D)  
**Spell Resistance:** yes

You and other willing creatures joined by linked hands become ethereal, along with your equipment. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, all affected creatures on the Ethereal Plane return to material existence. Once ethereal, the subjects need not stay together.

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

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

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

Level Cle9, Sor9, Wiz9

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## Mass Heal

Conjuration (healing)



**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one or more creatures, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

*Mass heal* enables you to channel positive energy into multiple creatures to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, **blinded**, **confused**, **dazed**, **dazzled**, **deafened**, **diseased**, **exhausted**, **fatigued**, **feble-minded**, **insanely nauseated**, **poisoned**, **sickened**, and **stunned**. It also cures 10 hit points of damage per level of the caster, to a maximum of 250 points at 15th level.

*Mass heal* does not remove **negative levels** or restore permanently drained ability score points.

If used against an undead creature, *mass heal* instead acts like *harm*.

Level Cle9

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## Implosion

Evocation

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one corporeal creature/round  
**Duration:** concentration (up to 1 round per 2 levels)  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** yes

This spell causes a destructive resonance in a corporeal creature's body. Each round you concentrate (including the first), you can cause one creature to collapse in on itself, inflicting 10 points of damage per caster level. If you break concentration, the spell immediately ends, though any implosions that have already happened remain in effect. You can target a particular creature only once with each casting of the spell. Implosion has no effect on creatures in gaseous form or on **incorporeal** creatures.

Level Cle9

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## Miracle

Evocation

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S; see text  
**Range:** see text  
**Target, Effect or Area:** see text  
**Duration:** see text  
**Saving Throw:** see text  
**Spell Resistance:** yes

You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. A *miracle* can do any of the following things.

- \* Duplicate any cleric spell of 8th level or lower.
- \* Duplicate any other spell of 7th level or lower.
- \* Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
- \* Have any effect whose power level is in line with the above effects.

Alternatively, a cleric can make a very powerful request. Casting such a *miracle* costs the cleric 25,000 gp in powdered diamond because of the powerful divine energies involved. A request that is out of line with the deity's (or alignment's) nature is refused. Examples of especially powerful *miracles* of this sort could include the following:

- \* Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- \* Moving you and your allies, with all your and their gear, from one plane to a specific locale through planar barriers with no chance of error.
- \* Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

Level Cle9

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## Soul Bind

Necromancy

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S, F (see text)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** corpse  
**Duration:** permanent  
**Saving Throw:** Will negates  
**Spell Resistance:** no

**F** You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

The focus for this spell is a black sapphire of at least 1,000 gp value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

Level Cle9, Sor9, Wiz9

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## Storm of Vengeance

Conjuration (summoning)

**V** **S** **Casting Time:** 1 round  
**Components:** V, S  
**Range:** long (400 ft + 40 ft/level)  
**Effect:** 360-ft radius storm cloud  
**Duration:** concentration (maximum 10 rounds) (D)  
**Saving Throw:** see text  
**Spell Resistance:** yes

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a **Fortitude** save or be **deafened** for 1d4 x 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

**2nd Round:** Acid rains down in the area, dealing 1d6 points of acid damage (no save).

**3rd Round:** You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a **Reflex** save for half damage.

**4th Round:** Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

**5th through 10th Rounds:** Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the *storm of vengeance*'s save DC + the level of the spell the caster is trying to cast.

Level Cle9, Dru9

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## Summon Monster IX

Conjuration (summoning) [see text]

**V** **S** **Casting Time:** 1 round  
**Components:** V, S, F/DF (a tiny bag and a small candle)  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

**F** **DF** This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 9th level list, 1d3 creatures of the same kind from the 8th level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

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

Level Cle9, Sor9, Wiz9

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## True Resurrection

Conjuration (healing)

**V** **S** **M** **DF** **Casting Time:** 10 minutes  
**Components:** V, S, M (diamond worth 25,000 gp), DF  
**Range:** touch  
**Target:** dead creature touched  
**Duration:** instantaneous  
**Saving Throw:** none, see text  
**Spell Resistance:** yes (harmless)

**DF** You restore life to a deceased creature. You can resurrect a creature that has been dead for as long as 10 years per caster level. 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, a subject that wants to return receives no saving throw. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no **negative levels** (or **Constitution** points) and all of the prepared spells possessed by the creature when it died. None of the dead creature's equipment or possessions are affected in any way by this spell.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even *true resurrection* can't restore to life a creature who has died of old age.

Level Cle9

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## Detect Magic

Divination

V  
S

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 60 ft

**Area:** cone-shaped emanation

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

**Saving Throw:** none

**Spell Resistance:** no

### Lingering Auras

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

You detect magical auras. The amount of information revealed 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 power of the most potent aura.

**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 **Knowledge (arcana)** skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties by making a **Spellcraft** check (DC 15 + item's caster level, takes 3 rounds per item to be identified and you must be able to thoroughly examine the object.) You can only attempt to ascertain the properties of an individual item once per day. Additional attempts on the same day reveal the same result.

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

**Aura Strength:** An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

**Lingering Aura:** A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. 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.

*Detect magic* can be made permanent with a *permanency* spell.

Spell or Object	Faint	Detect Magic Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (diety level)
Magic item (caster level)	5th or lower	6th-11th	12-20th	21st+ (artifact)

Level Brd0, Cle0, Dru0, Sor0, Wiz0

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## Detect Chaos

Divination

V  
S

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** 60 ft

**Area:** cone-shaped emanation

**Duration:** concentration, up to 10 min/level (D)

**Saving Throw:** none

**Spell Resistance:** no

### Lingering Auras

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

You can sense the presence of chaos. The amount of information revealed depends on how long you study a particular area or subject.

**1st Round:** Presence or absence of chaos.

DF

**2nd Round:** Number of chaotic auras (creatures, objects, or spells) in the area and the power of the most potent chaotic aura present. If you are of lawful alignment, and the strongest chaotic aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are **stunned** for 1 round and the spell ends.

**3rd Round:** The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Power:** A chaotic aura's power depends on the type of chaotic creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

**Lingering Aura:** A chaotic aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect chaos* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Animals, traps, poisons, and other potential perils are not chaotic, and as such this spell does not detect them. Creatures with actively chaotic intents count as chaotic creatures for the purpose of this spell. Each round, you can turn to *detect chaos* 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.

Creature/Object	Aura Power				
	None	Faint	Moderate	Strong	Overwhelming
Aligned creature <sup>1</sup> (HD)	5 or lower	5-10	11-25	26-50	51 or higher
Aligned Undead (HD)	—	2 or lower	3-8	9-20	21 or higher
Aligned outsider (HD)	—	1 or lower	2-4	5-10	11 or higher
Cleric or paladin of an aligned deity <sup>2</sup> (class levels)	—	1	2-4	5-10	11 or higher
Aligned magic item or spell (caster level)	5th or lower	6th-10th	11th-15th	16th-20th	21st or higher

<sup>1</sup> Except for undead and outsiders, which have their own entries on the table.

<sup>2</sup> Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Level Cle1

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## Detect Evil

Divination

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 60 ft  
**Area:** cone-shaped emanation  
**Duration:** concentration, up to 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

### Lingering Auras

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

DF

**1st Round:** Presence or absence of evil.

**2nd Round:** Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are **stunned** for 1 round and the spell ends.

**3rd Round:** The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Power:** An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric or paladin) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

**Lingering Aura:** An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to *detect evil* 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.

Creature/Object	Aura Power				
	None	Faint	Moderate	Strong	Overwhelming
Aligned creature <sup>1</sup> (HD)	5 or lower	5–10	11–25	26–50	51 or higher
Aligned Undead (HD)	—	2 or lower	3–8	9–20	21 or higher
Aligned outsider (HD)	—	1 or lower	2–4	5–10	11 or higher
Cleric or paladin of an aligned deity <sup>2</sup> (class levels)	—	1	2–4	5–10	11 or higher
Aligned magic item or spell (caster level)	5th or lower	6th–10th	11th–15th	16th–20th	21st or higher

<sup>1</sup> Except for undead and outsiders, which have their own entries on the table.

<sup>2</sup> Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

### Level Cle1

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## Detect Good

Divination

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 60 ft  
**Area:** cone-shaped emanation  
**Duration:** concentration, up to 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

### Lingering Auras

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

You can sense the presence of good. The amount of information revealed depends on how long you study a particular area or subject.

DF

**1st Round:** Presence or absence of good.

**2nd Round:** Number of good auras (creatures, objects, or spells) in the area and the power of the most potent good aura present. If you are of evil alignment, and the strongest good aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are **stunned** for 1 round and the spell ends.

**3rd Round:** The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Power:** A good aura's power depends on the type of good creature or object that you're detecting and its HD, caster level, or (in the case of a cleric or paladin) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

**Lingering Aura:** A good aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect good* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively good intents count as good creatures for the purpose of this spell. Each round, you can turn to *detect good* 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.

Creature/Object	Aura Power				
	None	Faint	Moderate	Strong	Overwhelming
Aligned creature <sup>1</sup> (HD)	5 or lower	5–10	11–25	26–50	51 or higher
Aligned Undead (HD)	—	2 or lower	3–8	9–20	21 or higher
Aligned outsider (HD)	—	1 or lower	2–4	5–10	11 or higher
Cleric or paladin of an aligned deity <sup>2</sup> (class levels)	—	1	2–4	5–10	11 or higher
Aligned magic item or spell (caster level)	5th or lower	6th–10th	11th–15th	16th–20th	21st or higher

<sup>1</sup> Except for undead and outsiders, which have their own entries on the table.

<sup>2</sup> Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

### Level Cle1

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## Detect Law

Divination

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 60 ft  
**Area:** cone-shaped emanation  
**Duration:** concentration, up to 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

### Lingering Auras

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

You can sense the presence of law. The amount of information revealed depends on how long you study a particular area or subject.

DF

**1st Round:** Presence or absence of law.

**2nd Round:** Number of lawful auras (creatures, objects, or spells) in the area and the power of the most potent lawful aura present. If you are of chaotic alignment, and the strongest lawful aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are **stunned** for 1 round and the spell ends.

**3rd Round:** The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Power:** A lawful aura's power depends on the type of lawful creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

**Lingering Aura:** A lawful aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect law* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Animals, traps, poisons, and other potential perils are not lawful, and as such this spell does not detect them. Creatures with actively lawful intents count as lawful creatures for the purpose of this spell. Each round, you can turn to *detect law* 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.

Creature/Object	Aura Power				
	None	Faint	Moderate	Strong	Overwhelming
Aligned creature <sup>1</sup> (HD)	5 or lower	5–10	11–25	26–50	51 or higher
Aligned Undead (HD)	—	2 or lower	3–8	9–20	21 or higher
Aligned outsider (HD)	—	1 or lower	2–4	5–10	11 or higher
Cleric or paladin of an aligned deity <sup>2</sup> (class levels)	—	1	2–4	5–10	11 or higher
Aligned magic item or spell (caster level)	5th or lower	6th–10th	11th–15th	16th–20th	21st or higher

<sup>1</sup> Except for undead and outsiders, which have their own entries on the table.

<sup>2</sup> Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

### Level Cle1

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## Detect Undead

Divination

V  
S  
M

**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (earth from a grave)  
**Range:** 60 ft  
**Area:** cone-shaped emanation  
**Duration:** concentration, up to 1 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

**1st Round:** Presence or absence of undead auras.

**2nd Round:** Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are **stunned** for 1 round and the spell ends.

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

**Aura Strength:** The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

**Lingering Aura:** An undead aura lingers after its original source is destroyed. If *detect undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.

HD	Strength	Lingering Aura Duration
1 or lower	Faint	1d6 rounds
2–4	Moderate	1d6 minutes
5–10	Strong	1d6 x 10 minutes
11 or higher	Overwhelming	1d6 days

Each round, you can turn to *detect undead* 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.

### Level Cle1, Pal1, Sor1, Wiz1

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## Enthral

Enchantment (charm) [language dependent, mind-affecting, sonic]

**V**  
**S**

**Casting Time:** 1 round  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Targets:** any number of creatures  
**Duration:** 1 hour or less  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** yes

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A target with 4 or more HD or with a **Wisdom** score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a **Charisma** check to try to end the spell by jeering and heckling. For this check, use the **Charisma** bonus of the creature with the highest **Charisma** in the group; others may make **Charisma** checks to assist. The heckling ends the spell if this check result beats your **Charisma** check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a **Wisdom** score of 16 or higher becomes hostile.

**Level Brd2, Cle2**

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## Spiritual Weapon

Evocation [force]

**V**  
**S**  
**DF**

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** magic weapon of force  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** yes

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

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

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

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

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

**Level Cle2**

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## Dispel Magic

Abjuration



**Casting Time:** 1 standard action

**Components:** V, S

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

**Target or Area:** one spellcaster, creature, or object; or a 20-ft radius burst

**Duration:** instantaneous

**Saving Throw:** none

**Spell Resistance:** no

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

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

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

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

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

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

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

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

**Counterspell:** When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check with a +4 bonus to counter the other spellcaster's spell.

Level Brd3, Cle3, Dru4, Pal3, Sor3, Wiz3

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## Glyph of Warding

Abjuration



**Casting Time:** 10 minutes

**Components:** V, S, M (incense, powdered diamond worth at least 400gp)

**Range:** touch

**Target or Area:** object touched or up to 5 ft<sup>2</sup>/level

**Duration:** permanent until discharged (D)

**Saving Throw:** see text

**Spell Resistance:** no (object) and yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to **invisible** creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a DC 13 **Spellcraft** check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

**Note:** Magic traps such as *glyph of warding* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find the glyph and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 28 for *glyph of warding*.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

**Blast Glyph:** A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a **Reflex** save to take half damage. Spell resistance applies against this effect.

**Spell Glyph:** You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Level Cle3

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## Helping Hand

Evocation

**V**  
**S**  
**DF**

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 5 miles  
**Effect:** ghostly hand  
**Duration:** 1 hour/level  
**Saving Throw:** none  
**Spell Resistance:** no

Distance	Time to Locate
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

**DF** When the spell is cast, you specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is done, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away he is, as detailed on the table.

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on its own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is **invisible** to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Level Cle3

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## Magic Circle Against Chaos

Abjuration [lawful]

**V**  
**S**  
**M**  
**DF**

**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a 3-ft diameter circle of powdered silver)  
**Range:** touch  
**Area:** 10-ft radius emanation from touched creature  
**Duration:** 10 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** no; see text

All creatures within the area gain the effects of a *protection from chaos* spell, and chaotic summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from chaos*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against chaos* can be focused inward rather than outward. When focused inward, the spell binds a nonlawful called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from chaos* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver 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 you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are 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, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 **Spellcraft** check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* 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 (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from chaos* and vice versa.

Level Cle3, Pal3, Sor3, Wiz3

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## Magic Circle Against Evil

Abjuration [good]

**V**  
**S**  
**M**  
**DF**

**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a 3-ft diameter circle of powdered silver)  
**Range:** touch  
**Area:** 10-ft radius emanation from touched creature  
**Duration:** 10 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** no; see text

All creatures within the area gain the effects of a *protection from evil spell*, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a non-good called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver 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 you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are 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, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 **Spellcraft** check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The anchor holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* 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 (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from evil* and vice versa.

Level Cle3, Pal3, Sor3, Wiz3

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## Magic Circle Against Good

Abjuration [evil]

**V**  
**S**  
**M**  
**DF**

**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a 3-ft diameter circle of powdered silver)  
**Range:** touch  
**Area:** 10-ft radius emanation from touched creature  
**Duration:** 10 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** no; see text

All creatures within the area gain the effects of a *protection from good* spell, and good summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from good*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against good* can be focused inward rather than outward. When focused inward, the spell binds a non-evil called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from good* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver 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 you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are 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, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 **Spellcraft** check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The anchor holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* 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 (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from good* and vice versa.

Level Cle3, Sor3, Wiz3

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## Magic Circle Against Law

Abjuration [chaotic]

**Casting Time:** 1 standard action  
 **Components:** V, S, M/DF (a 3-ft diameter circle of powdered silver)  
 **Range:** touch  
 **Area:** 10-ft radius emanation from touched creature  
 **Duration:** 10 min/level  
 **Saving Throw:** Will negates (harmless)  
 **Spell Resistance:** no; see text

All creatures within the area gain the effects of a *protection from law* spell, and lawful summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from law*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against law* can be focused inward rather than outward. When focused inward, the spell binds a nonchaotic called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from law* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver 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 you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are 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, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 **Spellcraft** check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The anchor holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* 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 (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from law* and vice versa.

Level Cle3, Pal3, Sor3, Wiz3

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## Control Water

Transmutation [water]

**Casting Time:** 1 standard action  
 **Components:** V, S, M/DF (a pinch of dust for *lower water* or a drop of water for *raise water*)  
 **Range:** long (400 ft + 40 ft/level)  
 **Area:** water in a volume of 10 ft/level by 10 ft/level by 2 ft/level  
 **Duration:** 10 min/level (D)  
 **Saving Throw:** none; see text  
 **Spell Resistance:** no

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

**Lower Water:** This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (**Will** negates). Affected creatures move at a drastically slowed rate and are **staggered**; only able to take a single move action or standard action each turn, but not both (nor may it take full-round actions). An affected creature takes a -1 penalty on attack rolls, AC, and **Reflex** saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple *slow* effects don't stack. The *slow* effect dispels *haste* when cast on water elementals and other water-based creatures.

The spell has no effect on other creatures.

**Raise Water:** This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Level Cle4, Dru4, Sor6, Wiz6

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## Lesser Planar Ally

Conjuration (calling) [see text]

**V** Casting Time: 10 minutes  
**S** Components: V, S, M (offerings worth 500gp plus payment), DF  
**M** Range: close (25 ft + 5 ft/2levels)  
**DF** Effect: one called outsider of 6 HD or less  
Duration: instantaneous  
Saving Throw: none  
Spell Resistance: no

By casting this spell, you request your deity to send you an outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its/their services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

**Note:** When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Level Cle4

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## Atonement

Abjuration

**V** Casting Time: 1 hour  
**S** Components: V, S, M (burning incense), F (a set of prayer beads or other prayer device worth at least 500gp), DF  
**M** Range: touch  
**DF** Target: living creature touched  
Duration: instantaneous  
Saving Throw: none  
Spell Resistance: yes

This spell removes the burden of misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds, you must intercede with your deity (requiring you to expend 2,500 gp in rare incense and offerings). *Atonement* may be cast for one of several purposes, depending on the version selected.

**Reverse Magical Alignment Change:** If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no additional cost.

**Restore Class:** A paladin, or other class, who has lost her class features due to violating the alignment restrictions of her class may have her class features restored by this spell.

**Restore Cleric or Druid Spell Powers:** A cleric or druid who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must expend 2,500 gp in rare incense and offerings for her god's intercession.

**Redemption or Temptation:** You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *atonement* can be used on any creature that has performed acts against its alignment, regardless of the actual alignment in question.

**Note:** Normally, changing alignment is up to the player. This use of *atonement* offers a method for a character to change his or her alignment drastically, suddenly, and definitively.

Level Cle5, Dru5

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## Hallow

Evocation [good]

**V** Casting Time: 24 hours  
**S** Components: V, S, M (herbs, oils, and incense worth at least 1,000gp, plus 1,000gp per level of the spell to be included in the hallowed area), DF  
**M** Range: touch  
Area: 40-ft radius emanating from the touched point  
Duration: instantaneous  
Saving Throw: see text  
Spell Resistance: see text

*Hallow* makes a particular site, building, or structure a holy site. This has four major effects.

**DF** First, the site is warded by a *magic circle against evil* effect.

Second, the DC to resist positive channeled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Third, any dead body interred in a *hallowed* site cannot be turned into an undead creature.

Finally, you can fix a single spell effect to the *hallowed* site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a *hallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*,  *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time. *Hallow* counters but does not dispel *unhallow*.

Level Cle5, Dru5

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## Raise Dead

Conjuration (healing)

**V** Casting Time: 1 minute  
**S** Components: V, S, M (diamond worth 5000gp), DF  
**M** Range: touch  
Target: dead creature touched  
Duration: instantaneous  
Saving Throw: none, see text  
Spell Resistance: yes (harmless)

**DF** You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. 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, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent **negative levels** when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of **Constitution** drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Level Cle5

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## Scrying

Divination (scrying)

V  
S  
M  
F  
DF

**Casting Time:** 1 hour  
**Components:** V, S, M/DF (a pool of water), F (a silver mirror worth 1,000gp)  
**Range:** see text  
**Effect:** magical sensor  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

You can observe a creature at any distance. If the subject succeeds on a **Will** save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its **Will** save.

Knowledge	Will Save Modifier	Connection	Will Save Modifier
None*	+10	Likeness or picture	-2
Secondhand (you have heard of the subject)	+5	Possession or garment	-4
Firsthand (you have met the subject)	+0	Body part, lock of hair, bit of nail, etc.	-10
Familiar (you know the subject well)	-5		

\*You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. Additionally, all of the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Level Brd3, Cle5, Dru4, Sor4, Wiz4

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## Symbol of Pain

Necromancy [evil]

V  
S  
M

**Casting Time:** 10 minutes  
**Components:** V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000gp)  
**Range:** 0 ft; see text  
**Effect:** one symbol  
**Duration:** see text  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of pain* causes all creatures within 60 feet of the *symbol* (treat as a burst) to suffer wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the *symbol*. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol of pain* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol* offensively; for instance, a touch-triggered *symbol of pain* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol's* effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

*Read magic* allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol's* spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of pain*. Destruction of the surface where a *symbol* is inscribed destroys the *symbol* but also triggers it. *Symbol of pain* can be made permanent with a *permanency* spell. A permanent *symbol of pain* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

**Note:** Magic traps such as *symbol of pain* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of pain* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

Level Cle5, Sor5, Wiz5

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## Symbol of Sleep

Enchantment (compulsion) [mind-affecting]

V  
S  
M

**Casting Time:** 10 minutes  
**Components:** V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000gp)  
**Range:** 0 ft; see text  
**Effect:** one symbol  
**Duration:** see text  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of sleep* causes all creatures of 10 HD or less within 60 feet of the *symbol* (treat as a burst) to fall into a catatonic slumber for 3d6x10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol* offensively; for instance, a touch-triggered *symbol of sleep* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol's* effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

*Read magic* allows you to identify a *symbol* with a *Spellcraft* check (DC 10 + the *symbol's* spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of sleep*. Destruction of the surface where a *symbol* is inscribed destroys the *symbol* but also triggers it. *Symbol of sleep* can be made permanent with a *permanency* spell. A permanent *symbol of sleep* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

*Note:* Magic traps such as *symbol of sleep* are hard to detect and disable. A rogue (only) can use the *Perception* skill to find a *symbol of sleep* and *Disable Device* to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.

**Level Cle5, Sor5, Wiz5**

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## True Seeing

Divination

V  
S  
M

**Casting Time:** 1 standard action  
**Components:** V, S, M (an eye ointment that costs 250gp)  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

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

**Level Cle5, Dru7, Sor6, Wiz6**

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## Unhallow

Evocation [evil]

**V**  
**S**  
**M**  
**Casting Time:** 24 hours  
**Components:** V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the *unhallowed* area)  
**Range:** touch  
**Area:** 40-ft radius emanating from the touched point  
**Duration:** instantaneous  
**Saving Throw:** see text  
**Spell Resistance:** see text

*Unhallow* makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, the DC to resist negative channeled energy within the spell's area of effect gains a +4 sacred bonus and the DC to resist positive energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Finally, you may choose to fix a single spell effect to the *unhallowed* site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area of effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

*Unhallow* counters but does not dispel *hallow*.

Level Cle5, Dru5

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## Greater Dispel Magic

Abjuration

**V**  
**S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Target or Area:** one spellcaster, creature, or object; or a 20-ft radius burst  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no

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

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

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

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

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

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

*Greater dispel magic* allows you to dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells. Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC. You automatically succeed on your dispel check against any spell that you cast yourself.

**Area Dispel:** When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

**Counterspell:** When *greater dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *greater dispel magic* may not work; you must make a dispel check with a +4 bonus to counter the other spellcaster's spell.

Level Brd5, Cle6, Dru6, Sor6, Wiz6

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## Forbiddance

Abjuration

**Castling Time:** 6 rounds  
**Components:** V, S, M (holy water and incense worth 1500gp, plus 1500gp per 60-ft cube), DF  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** 60-ft cube/level (S)  
**Duration:** permanent  
**Saving Throw:** see text  
**Spell Resistance:** yes

**DF** *Forbiddance* seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), *plane shifting*, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

**Alignments identical:** No effect. The creature may enter the area freely (although not by planar travel).

**Alignments different with respect to either law/chaos or good/evil:** The creature takes 6d6 points of damage. A successful **Will** save halves the damage, and spell resistance applies.

**Alignments different with respect to both law/chaos and good/evil:** The creature takes 12d6 points of damage. A successful **Will** save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. Adding a password requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

*Dispel magic* does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

Level Cle6

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## Geas/Quest

Enchantment (compulsion) [language-dependent, mind-affecting]

**Castling Time:** 10 minutes  
**Components:** V  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one living creature  
**Duration:** 1 day/level or until discharged (D); see text  
**Saving Throw:** none  
**Spell Resistance:** yes

A *geas/quest* spell places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand you. While a *geas/quest* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

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

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

If the subject is prevented from obeying the *geas/quest* for 24 hours, it takes a –3 penalty to each of its ability scores. Each day, another –3 penalty accumulates, up to a total of –12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *geas/quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

Level Brd6, Cle6, Sor6, Wiz6

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## Greater Glyph of Warding

Abjuration

**V**  
**S**  
**M**  
 **Casting Time:** 10 minutes  
 **Components:** V, S, M (incense, powdered diamond worth at least 400gp)  
 **Range:** touch  
 **Target or Area:** object touched or up to 5 ft<sup>2</sup>/level  
 **Duration:** permanent until discharged (D)  
 **Saving Throw:** see text  
 **Spell Resistance:** no (object) and yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A *greater glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to *invisible* creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded.

When casting the spell, you trace the glyph with incense, which must first be sprinkled with the powdered diamond, and weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *greater glyph of warding* with a DC 16 **Spellcraft** check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

**Note:** Magic traps such as *greater glyph of warding* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find the glyph and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 31 for *greater glyph of warding*.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

**Blast Glyph:** A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 10d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a **Reflex** save to take half damage. Spell resistance applies against this effect.

**Spell Glyph:** You can store any harmful spell of 6th level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Level Cle6

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## Planar Ally

Conjuration (calling) [see text]

**V**  
**S**  
**M**  
 **Casting Time:** 10 minutes  
 **Components:** V, S, M (offerings worth 1250gp plus payment), DF  
 **Range:** close (25 ft + 5 ft/2levels)  
 **Effect:** one or two called outsiders, totalling no more than 12HD, which can be more than 30ft apart when they appear  
 **Duration:** instantaneous  
 **Saving Throw:** none  
 **Spell Resistance:** no

By casting this spell, you request your deity to send you an outsider (of 12 HD or less, or one or two creatures of the same kind whose Hit Dice total no more than 12) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature(s) to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature(s) called in order to bargain for its services.

The creature(s) called requires a payment for its/their services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature(s), to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature(s) agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature(s) begin in the round after it arrives. The creature(s) agree to help and request your return payment as a group, not individually.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature(s) returns to its home plane (after reporting back to you, if appropriate and possible).

**Note:** When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Level Cle6

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## Symbol of Fear

Necromancy [fear, mind-affecting]

V  
S  
M

**Casting Time:** 10 minutes  
**Components:** V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 1,000gp each)  
**Range:** 0 ft; see text  
**Effect:** one symbol  
**Duration:** see text  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of fear* panics all creatures within 60 feet of the symbol (treat as a burst) for 1 round per caster level. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol of fear* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of fear* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of fear* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol of fear* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of fear* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of fear*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of fear* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol of fear* offensively; for instance, a touch-triggered *symbol of fear* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol of fear* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of fear* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol of fear*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol*'s effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of fear*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol of fear* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols of fear*, and thus always ignore the effects and cannot inadvertently trigger them.

**Read magic** allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol*'s spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol of fear* can be removed by a successful **dispel magic** targeted solely on the rune. An **erase** spell has no effect on a *symbol of fear*. Destruction of the surface where a *symbol of fear* is inscribed destroys the *symbol* but also triggers it. *Symbol of fear* can be made permanent with a **permanency** spell. A permanent *symbol of fear* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

**Note:** Magic traps such as *symbol of fear* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of fear* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*.

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**Level Cle6, Sor6, Wiz6**

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## Symbol of Persuasion

Enchantment (charm) [mind-affecting]

V  
S  
M

**Casting Time:** 10 minutes  
**Components:** V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000gp)  
**Range:** 0 ft; see text  
**Effect:** one symbol  
**Duration:** see text  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of persuasion* charms all creatures (as the *charm monster* spell) within 60 feet of the *symbol* (treat as a burst) for 1 hour per caster level. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol of persuasion* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol of persuasion* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol* offensively; for instance, a touch-triggered *symbol of persuasion* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol*'s effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

**Read magic** allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol*'s spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol* can be removed by a successful **dispel magic** targeted solely on the rune. An **erase** spell has no effect on a *symbol of persuasion*. Destruction of the surface where a *symbol* is inscribed destroys the *symbol* but also triggers it. *Symbol of persuasion* can be made permanent with a **permanency** spell. A permanent *symbol of persuasion* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

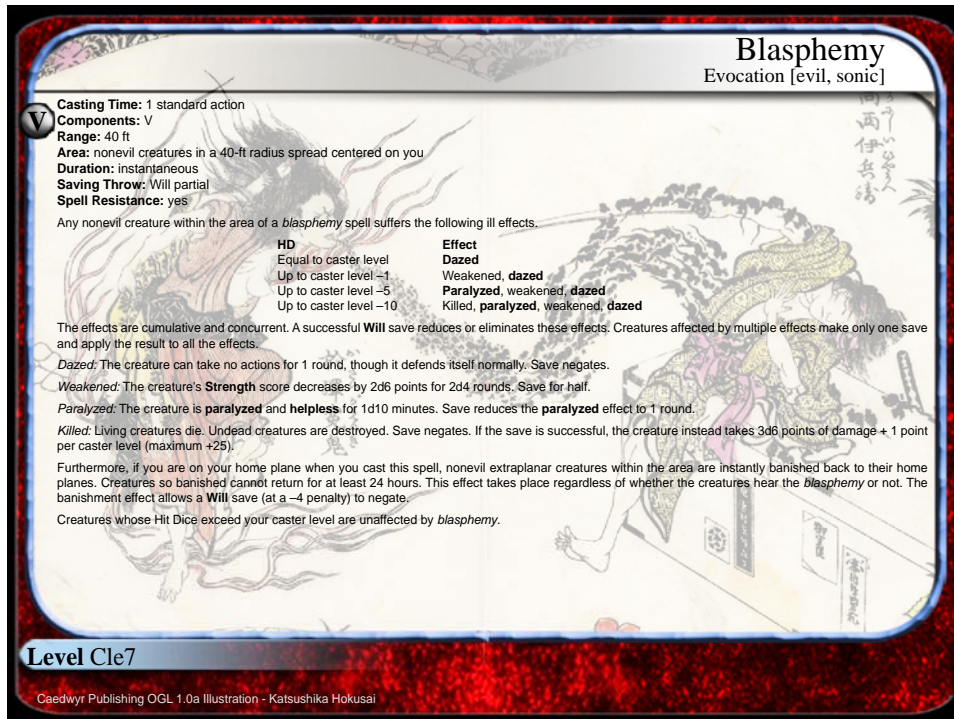
**Note:** Magic traps such as *symbol of persuasion* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of persuasion* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*.

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**Level Cle6, Sor6, Wiz6**

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**Blasphemy**  
Evocation [evil, sonic]

**V** **Casting Time:** 1 standard action  
**Components:** V  
**Range:** 40 ft  
**Area:** nonevil creatures in a 40-ft radius spread centered on you  
**Duration:** instantaneous  
**Saving Throw:** Will partial  
**Spell Resistance:** yes

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

HD	Effect
Equal to caster level	<b>Dazed</b>
Up to caster level -1	Weakened, <b>dazed</b>
Up to caster level -5	<b>Paralyzed</b> , weakened, <b>dazed</b>
Up to caster level -10	Killed, <b>paralyzed</b> , weakened, <b>dazed</b>

The effects are cumulative and concurrent. A successful **Will** save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

**Dazed:** The creature can take no actions for 1 round, though it defends itself normally. Save negates.

**Weakened:** The creature's **Strength** score decreases by 2d6 points for 2d4 rounds. Save for half.

**Paralyzed:** The creature is **paralyzed** and **helpless** for 1d10 minutes. Save reduces the **paralyzed** effect to 1 round.

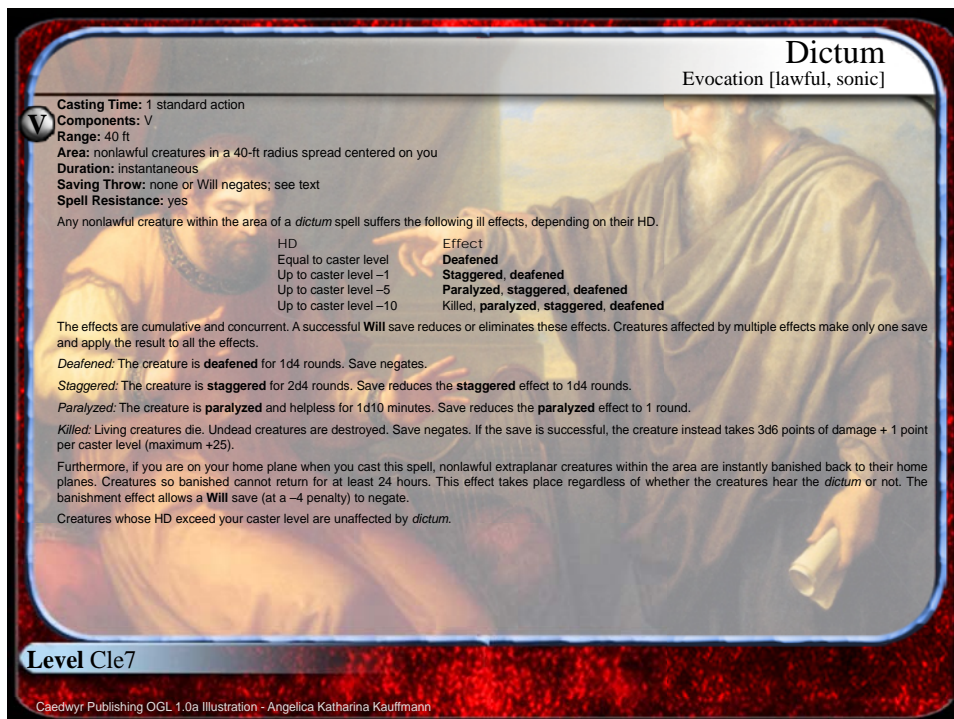
**Killed:** Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy* or not. The banishment effect allows a **Will** save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

**Level Cle7**

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**Dictum**  
Evocation [lawful, sonic]

**V** **Casting Time:** 1 standard action  
**Components:** V  
**Range:** 40 ft  
**Area:** nonlawful creatures in a 40-ft radius spread centered on you  
**Duration:** instantaneous  
**Saving Throw:** none or Will negates; see text  
**Spell Resistance:** yes

Any nonlawful creature within the area of a *dictum* spell suffers the following ill effects, depending on their HD.

HD	Effect
Equal to caster level	<b>Deafened</b>
Up to caster level -1	<b>Staggered</b> , <b>deafened</b>
Up to caster level -5	<b>Paralyzed</b> , <b>staggered</b> , <b>deafened</b>
Up to caster level -10	Killed, <b>paralyzed</b> , <b>staggered</b> , <b>deafened</b>

The effects are cumulative and concurrent. A successful **Will** save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

**Deafened:** The creature is **deafened** for 1d4 rounds. Save negates.

**Staggered:** The creature is **staggered** for 2d4 rounds. Save reduces the **staggered** effect to 1d4 rounds.

**Paralyzed:** The creature is **paralyzed** and **helpless** for 1d10 minutes. Save reduces the **paralyzed** effect to 1 round.

**Killed:** Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *dictum* or not. The banishment effect allows a **Will** save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *dictum*.

**Level Cle7**

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## Holy Word

Evocation [good, sonic]

**V** Casting Time: 1 standard action  
**Components:** V  
 Range: 40 ft  
 Area: nongood creatures in a 40-ft radius spread centered on you  
 Duration: instantaneous  
 Saving Throw: Will partial  
 Spell Resistance: yes

Any nongood creature within the area of a *holy word* spell suffers the following ill effects, depending on their HD.

HD	Effect
Equal to caster level	<b>Deafened</b>
Up to caster level -1	<b>Blinded, deafened</b>
Up to caster level -5	<b>Paralyzed, blinded, deafened</b>
Up to caster level -10	Killed, <b>paralyzed, blinded, deafened</b>

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

*Deafened:* The creature is **deafened** for 1d4 rounds. Save negates.

*Blinded:* The creature is **blinded** for 2d4 rounds. Save reduces the **blinded** effect to 1d4 rounds.

*Paralyzed:* The creature is **paralyzed** and helpless for 1d10 minutes. Save reduces the **paralyzed** effect to 1 round.

*Killed:* Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *holy word* or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *holy word*.

Level Cle7

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## Greater Scrying

Divination (scrying)

**V**  
**S** Casting Time: 1 standard action  
**Components:** V, S  
 Range: see text  
 Effect: magical sensor  
 Duration: 1 hour/level  
 Saving Throw: Will negates  
 Spell Resistance: yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier	Connection	Will Save Modifier
None*	+10	Likeness or picture	-2
Secondhand (you have heard of the subject)	+5	Possession or garment	-4
Firsthand (you have met the subject)	+0	Body part, lock of hair, bit of nail, etc.	-10
Familiar (you know the subject well)	-5		

\*You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. Additionally, all of the following spells function reliably through the sensor: *detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Level Brd6, Cle7, Dru7, Sor7, Wiz7

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## Symbol of Stunning

Enchantment (compulsion) [mind-affecting]

**Casting Time:** 10 minutes  
**Components:** V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000gp)  
**Range:** 0 ft; see text  
**Effect:** one symbol  
**Duration:** see text  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of stunning* causes all creatures within 60 feet of the *symbol* (treat as a burst) to become **stunned** for 1d6 rounds. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol* offensively; for instance, a touch-triggered *symbol of stunning* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol*'s effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

**Read magic** allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol*'s spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol* can be removed by a successful **dispel magic** targeted solely on the rune. An **erase** spell has no effect on a *symbol of stunning*. Destruction of the surface where a *symbol* is inscribed destroys the *symbol* but also triggers it. *Symbol of stunning* can be made permanent with a **permanency** spell. A permanent *symbol* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

**Notes:** Magic traps such as *symbol of stunning* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of stunning* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of stunning*.

**Level Cle7, Sor7, Wiz7**

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## Symbol of Weakness

Necromancy

**Casting Time:** 10 minutes  
**Components:** V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000gp)  
**Range:** 0 ft; see text  
**Effect:** one symbol  
**Duration:** see text  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of weakness* causes all creatures within 60 feet of the *symbol* (treat as a burst) to suffer crippling weakness that deals 3d6 points of **Strength** damage. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature can only be affected by this *symbol* once.

Until it is triggered, the *symbol* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol* offensively; for instance, a touch-triggered *symbol of weakness* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol*'s effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

**Read magic** allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol*'s spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol* can be removed by a successful **dispel magic** targeted solely on the rune. An **erase** spell has no effect on a *symbol of weakness*. Destruction of the surface where a *symbol* is inscribed destroys the *symbol* but also triggers it. *Symbol of weakness* can be made permanent with a **permanency** spell. A permanent *symbol* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

**Notes:** Magic traps such as *symbol of weakness* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of weakness* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of weakness*.

**Level Cle7, Sor7, Wiz7**

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## Word of Chaos

Evocation [chaotic, sonic]

**V** Casting Time: 1 standard action  
**V** Components: V  
 Range: 40 ft  
 Area: nonchaotic creatures in a 40-ft radius spread centered on you  
 Duration: instantaneous  
 Saving Throw: none or Will negates; see text  
 Spell Resistance: yes

Any nonchaotic creature within the area of a *word of chaos* spell suffers the following ill effects, depending on their HD.

HD	Effect
Equal to caster level	<b>Deafened</b>
Up to caster level -1	<b>Stunned, deafened</b>
Up to caster level -5	<b>Confused, stunned, deafened</b>
Up to caster level -10	Killed, <b>confused, stunned, deafened</b>

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

**Deafened:** The creature is **deafened** for 1d4 rounds. Save negates.

**Stunned:** The creature is **stunned** for 1 round. Save negates.

**Confused:** The creature is **confused** for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the **confused** effect to 1 round.

**Killed:** Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of chaos* or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *word of chaos*.

Level Cle7

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## Antimagic Field

Abjuration

**V** Casting Time: 1 standard action  
**V** Components: V, S, M/DF (a pinch of powdered iron or iron filings)  
 Range: 10 ft  
**S** Area: 10-ft radius emanation, centered on you  
**M** Duration: 10 min/level (D)  
 Saving Throw: none  
 Spell Resistance: see text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

**DF** An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration.

Summoned creatures of any type and **incorporeal** undead wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagic field*. Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Level Cle8, Sor6, Wiz6

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## Earthquake

Evocation [earth]

**V** Casting Time: 1 standard action  
**S** Components: V, S, DF  
Range: long (400 ft + 40 ft/level)  
**S** Area: 80-ft radius spread (S)  
Duration: 1 round  
Saving Throw: see text  
Spell Resistance: no

**DF** When you cast *earthquake*, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a **Concentration** check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

**Cave, Cavern, or Tunnel:** The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (**Reflex** DC 15 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

**Cliffs:** *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (**Reflex** DC 15 half) and is pinned beneath the rubble (see below).

**Open Ground:** Each creature standing in the area must make a DC 15 **Reflex** save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (**Reflex** DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Creatures trapped in a fissure take 8d6 points of damage, or half that amount if they make a DC 15 **Reflex** save. They are considered buried and without a source of fresh air. Buried creatures take 1d6 points of nonlethal damage per minute. If a buried creature falls unconscious, he must make a DC 15 **Constitution** check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

**Structure:** Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (**Reflex** DC 15 half) and is pinned beneath the rubble (see below).

**River, Lake, or Marsh:** Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 **Reflex** save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

**Pinned Beneath Rubble:** Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 **Constitution** check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Level Cle8, Dru8

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## Greater Planar Ally

Conjuration (calling) [see text]

**V** Casting Time: 10 minutes  
**S** Components: V, S, M (offerings worth 2500gp plus payment), DF  
Range: close (25 ft + 5 ft/2levels)  
**M** Effect: up to three called outsiders, totalling no more than 18HD, no two of which can be more than 30 ft apart when they appear  
Duration: instantaneous  
Saving Throw: none  
Spell Resistance: no

**DF** By casting this spell, you request your deity to send you an outsider (of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature(s) to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature(s) called in order to bargain for its services.

The creature(s) called requires a payment for its/their services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature(s), to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature(s) agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature(s) begin in the round after it arrives. The creature(s) agree to help and request your return payment as a group, not individually.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature(s) returns to its home plane (after reporting back to you, if appropriate and possible).

**Note:** When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Level Cle8

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## Symbol of Death

Necromancy [death]

**Components:** V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000gp each)  
**Range:** 0 ft; see text  
**Effect:** one symbol  
**Duration:** see text  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* kills one or more creatures within 60 feet of the *symbol* (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol's* effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

*Read magic* allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol's* spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the *symbol* but also triggers it. *Symbol of death* can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, but then can be triggered again as normal.

*Note:* Magic traps such as *symbol of death* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of death* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of death*.

**Level Cle8, Sor8, Wiz8**

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## Symbol of Insanity

Enchantment (compulsion) [mind-affecting]

**Components:** V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000gp)  
**Range:** 0 ft; see text  
**Effect:** one symbol  
**Duration:** see text  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of insanity* causes all creatures within 60 feet of the *symbol* (treat as a burst) to become permanently **insane** (as the *insanity* spell). Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol of insanity* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of insanity* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of insanity* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol of insanity* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of insanity* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of insanity's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of insanity* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol of insanity* offensively; for instance, a touch-triggered *symbol* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol of insanity* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of insanity* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol of insanity*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol's* effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of insanity*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol of insanity* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols of insanity*, and thus always ignore the effects and cannot inadvertently trigger them.

*Read magic* allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol's* spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol of insanity* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of insanity*. Destruction of the surface where a *symbol of insanity* is inscribed destroys the *symbol* but also triggers it. *Symbol of insanity* can be made permanent with a *permanency* spell. A permanent *symbol of insanity* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

*Note:* Magic traps such as *symbol of insanity* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of insanity* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.

**Level Cle8, Sor8, Wiz8**

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## Astral Projection

Necromancy

**V** **Casting Time:** 30 minutes  
**S** **Components:** V, S, M (1000gp jacinth)  
**M** **Range:** touch  
**Targets:** you plus one additional willing creature touched per two caster levels  
**Duration:** see text  
**Saving Throw:** none  
**Spell Resistance:** yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an **incorporeal** silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the silver cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent **negative levels** if your second body or astral form is slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

When this spell ends, your astral body and all of its gear, vanishes.

Level Cle9, Sor9, Wiz9

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## Gate

Conjuration (creation or calling)

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M (see text)  
**M** **Range:** medium (100 ft + 10 ft/level)  
**Effect:** see text  
**Duration:** instantaneous or concentration (up to 1 round/level); see text  
**Saving Throw:** none  
**Spell Resistance:** no

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice) oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side. A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

**Planar Travel:** As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel. You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

**Calling Creatures:** The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has a material cost of 10,000 gp in rare incense and offerings. This cost is in addition to any cost that must be paid to the called creatures.

If you choose to call a kind of creature instead of a known individual, you may call either a single creature or several creatures. In either case, their total HD cannot exceed twice your caster level. In the case of a single creature, you can control it if its HD does not exceed your caster level. A creature with more HD than your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. Some creatures may want their payment in "livestock" rather than in coin, which could involve complications. Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

**Note:** When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

Level Cle9, Sor9, Wiz9

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## Animate Rope

Transmutation

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Target:** one rope-like object, length up to 50 ft + 5 ft/level; see text  
**Duration:** 1 round/level  
**Saving Throw:** none  
**Spell Resistance:** no

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "lie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 **Strength** check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a **Reflex** saving throw to become **entangled**. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An **entangled** creature can slip free with a DC 20 **Escape Artist** check.

The rope itself and any knots tied in it are not magical.

The spell cannot affect objects carried or worn by a creature.

Level Brd1, Sor1, Wiz1

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## Barkskin

Transmutation

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** living creature touched  
**Duration:** 10 min/level  
**Saving Throw:** none  
**Spell Resistance:** yes (harmless)

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

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

Level Dru2, Ran2

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## Burning Hands

Evocation [fire]

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** 15 ft  
**Area:** cone-shaped burst  
**Duration:** instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** yes

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

Level Sor1, Wiz1

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## Call Lightning

Evocation [electricity]

**V** **S** **Casting Time:** 1 round  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** one or more 30-ft long vertical lines of lightning  
**Duration:** 1 min/level  
**Saving Throw:** Reflex half  
**Spell Resistance:** yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Level Dru3

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## Calm Animals

Enchantment (compulsion) [mind-affecting]

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** animals within 30 ft of each other  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with **Intelligence** scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level.

The affected creatures remain where they are and do not attack or flee. They are not **helpless** and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Level Dru1, Ran1

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## Chain Lightning

Evocation [electricity]

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S, F (a bit of fur, a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)  
**Range:** long (400 ft + 40 ft/level)  
**Targets:** one primary target, plus one secondary target/level (each of which must be within 30 ft of the primary target)  
**Duration:** instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** yes

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

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

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

Level Sor6, Wiz6

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## Charm Monster

Enchantment (charm) [mind-affecting]

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one living creature  
**Duration:** 1 day/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

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

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

Level Brd3, Sor4, Wiz4

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## Charm Person

Enchantment (charm) [mind-affecting]

**V** **S** **Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one humanoid creature  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

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

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

Level Brd1, Sor1, Wiz1

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## Bless Weapon

Transmutation

**V** Casting Time: 1 standard action  
**S** Components: V, S  
Range: touch  
Target: weapon touched  
Duration: 1 min/level  
Saving Throw: none  
Spell Resistance: no

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil **incorporeal** creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a *keen* weapon or a *vorpal* sword.

Level Pal1

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## Command Plants

Transmutation

**V** **Casting Time:** 1 standard action  
**Components:** V  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** up to 2 HD/level of plant creatures, no two of which can be more than 30 ft apart  
**Duration:** 1 day/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed **Charisma** check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

Level Dru4, Ran3

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## Cone of Cold

Evocation [cold]

**V** **Casting Time:** 1 standard action  
**Components:** V, S, M (a small crystal or glass cone)  
**Range:** 60 ft  
**Area:** cone-shaped burst  
**Duration:** instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** yes

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

Level Sor5, Wiz5

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## Confusion

Enchantment (compulsion) [mind-affecting]

**V** **Casting Time:** 1 standard action  
**Components:** V, S, M/DF (three nutshells)  
**Range:** medium (100 ft + 10 ft/level)  
**Targets:** all creatures in a 15-ft radius burst  
**Duration:** 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d%	Behavior
01-25	Act normally
26-50	Do nothing but babble incoherently
51-75	Deal 1d8 points of damage + <b>Str</b> modifier to self with item in hand
76-100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Level Brd3, Sor4, Wiz4

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## Lesser Confusion

Enchantment (compulsion) [mind-affecting]

**V** **Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one living creature  
**Duration:** 1 round  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell causes a single creature to become **confused** for 1 round. Roll on the following table at the start of the affected creature's turn to see what it does in that round.

d%	Behavior
01-25	Act normally
26-50	Do nothing but babble incoherently
51-75	Deal 1d8 points of damage + <b>Str</b> modifier to self with item in hand
76-100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Level Brd1

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## Control Plants

Transmutation

**V** **Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** up to 2 HD/level of plant creatures, no two of which can be more than 30 ft apart  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** no

**DF** This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

Level Dru8

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## Demand

Enchantment (compulsion) [mind-affecting]

**V** **Casting Time:** 10 minutes  
**Components:** V, S, M/DF (fine copper wire)  
**Range:** see text  
**Target:** one creature  
**Duration:** 1 round; see text  
**Saving Throw:** Will partial  
**Spell Resistance:** yes

**DF** You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. Your message can influence the actions of the target creature by suggesting a course of activity, which the subject does its best to carry out. The *suggestion* must be worded in such a manner as to make the activity sound reasonable. A successful **Will** save negates the *suggestion* effect but not the contact itself. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. A very reasonable *suggestion* causes the save to be made with a penalty (such as -1 or -2). The *demand's* message to the creature must be 25 words or less, including the *suggestion*.

The subject recognizes you if it knows you. The *demand*, if received, is understood even if the subject's **Intelligence** score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective. The creature can also give a short reply immediately.

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

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the demand does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Level Sor8, Wiz8

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## Detect Thoughts

Divination [mind-affecting]

**V** **Casting Time:** 1 standard action  
**Components:** V, S, F/DF (a copper piece)  
**Range:** 60 ft  
**Area:** cone-shaped emanation  
**Duration:** concentration, up to 1 min/level (D)  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** no

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

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

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

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

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

Level Brd2, Sor2, Wiz2

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## Dimension Door

Conjuration (teleportation)

**V** **Casting Time:** 1 standard action  
**Components:** V  
**Range:** long (400 ft + 40 ft/level)  
**Target:** you and touched objects or other touched willing creatures  
**Duration:** instantaneous  
**Saving Throw:** none and Will negates (object)  
**Spell Resistance:** no and yes (object)

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

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

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

Level Brd4, Sor4, Wiz4

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## Disguise Self

Illusion (glamer)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** personal  
**Target:** you  
**Duration:** 10 min/level (D)

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

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

Level Brd1, Sor1, Wiz1

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## Disintegrate

Transmutation

V  
S  
M

**Casting Time:** 1 standard action  
**Components:** V, S, MDF (a lodestone and a pinch of dust)  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** ray  
**Duration:** instantaneous  
**Saving Throw:** Fortitude partial (object)  
**Spell Resistance:** yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *forceful hand* or *a wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful **Fortitude** save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Level Sor6, Wiz6

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## Dominate Animal

Enchantment (compulsion) [mind-affecting]

V  
S

**Casting Time:** 1 round  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one animal  
**Duration:** 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

This spell allows you to enchant the targeted animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

*Dominate animal* establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

Level Dru3

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## Elemental Body IV

Transmutation (polymorph)

V  
S  
M

**Casting Time:** 1 standard action  
**Components:** V, S, M (the element you plan to assume)  
**Range:** personal  
**Target:** you  
**Duration:** 1 min/level (D)

When you cast this spell, you can assume the form of a Small to Huge air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5—.

*Air elemental:* If the form you take is that of an air elemental, you gain a +4 size bonus to your **Strength**, +6 size bonus to your **Dexterity** and a +4 natural armor bonus. You also gain fly 120 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

*Earth elemental:* If the form you take is that of an earth elemental, you gain a +8 size bonus to your **Strength**, a -2 penalty on your **Dexterity**, a +4 size bonus to your **Constitution**, and a +6 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earth glide.

*Fire elemental:* If the form you take is that of a fire elemental, you gain a +6 size bonus to your **Dexterity**, a +4 size bonus to your **Constitution**, and a +4 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

*Water elemental:* If the form you take is that of a water elemental, you gain a +4 size bonus to your **Strength**, a -2 penalty on your **Dexterity**, a +8 size bonus to your **Constitution**, and a +6 natural armor bonus. You also gain swim 120 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Level Sor7, Wiz7

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## Elemental Swarm

Conjuration (summoning)

V  
S

**Casting Time:** 10 minutes  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** two or more summoned creatures, no two of which can be more than 30 ft apart  
**Duration:** 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose any plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Level Dru9

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## Enlarge Person

Transmutation

V  
S  
M

**Casting Time:** 1 round  
**Components:** V, S, M (powdered iron)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one humanoid creature  
**Duration:** 1 min/level (D)  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to **Strength**, a -2 size penalty to **Dexterity** (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

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

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

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

Multiple magical effects that increase size do not stack.  
*Enlarge person* counters and dispels *reduce person*.  
*Enlarge person* can be made permanent with a *permanency* spell.

Level Sor1, Wiz1

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## Entangle

Transmutation

V  
S  
M

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** long (400 ft + 40 ft/level)  
**Area:** plants in a 40-ft radius spread  
**Duration:** 1 min/level (D)  
**Saving Throw:** Reflex partial; see text  
**Spell Resistance:** no

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

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

Level Dru1, Ran1

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## Erase

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one scroll or two pages  
**Duration:** instantaneous  
**Saving Throw:** see text  
**Spell Resistance:** no

*Erase* removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Level Brd1, Sor1, Wiz1

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## Explosive Runes

Abjuration [force]



**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Target:** one touched object weighing no more than 10 lbs.  
**Duration:** permanent until discharged (D)  
**Saving Throw:** see text  
**Spell Resistance:** yes

You trace mystic runes upon a book, map, scroll, or similar object bearing written information. The *explosive runes* detonate when read, dealing 6d6 points of force damage. Anyone next to the *explosive runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the *explosive runes* is entitled to a **Reflex** save for half damage. The object on which the *explosive runes* were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the *explosive runes*. Likewise, you can remove the *explosive runes* whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the *explosive runes* and failing to do so triggers the explosion.

Magic traps such as *explosive runes* are hard to detect and disable. A character with the trapfinding class feature (only) can use **Disable Device** to thwart *explosive runes*. The DC to find magic traps using **Perception** and to disable them is 25 + spell level, or 28 for *explosive runes*.

Level Sor3, Wiz3

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## Fabricate

Transmutation



**Casting Time:** see text  
**Components:** V, S, M (the original material, which costs the same amount as the raw materials required to craft the item to be created)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** up to 10 cu ft/level; see text  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** none

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate **Craft** check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet of material to be affected by the spell.

Level Sor5, Wiz5

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## False Vision

Illusion (glamer)



**Casting Time:** 1 standard action  
**Components:** V, S, M (crushed jade worth 250gp)  
**Range:** touch  
**Area:** 40-ft radius emanation  
**Duration:** 1 hour/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

This spell creates a subtle illusion, causing any divination (scrying) spell used to view anything within the area of this spell to instead receive a false image, as defined by you at the time of casting. This spell may create the illusion of an object, creature, or force as visualized by you and includes visual, auditory, olfactory, and thermal characteristics. The illusion does not create texture. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Level Brd5, Sor5, Wiz5

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## Fire Seeds

Conjuration (creation) [fire]



**Casting Time:** 1 standard action  
**Components:** V, S, M (acorns or holly berries)  
**Range:** touch  
**Target:** up to four acorns or up to eight holly berries  
**Duration:** 10 min/level or until used  
**Saving Throw:** none or Reflex half; see text  
**Spell Resistance:** no

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

**Acorn Grenades:** As many as four acorns turn into special thrown splash weapons. An acorn grenade has a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d4 points of fire damage per caster level (maximum 20d4) divided among the acorns as you wish. No acorn can deal more than 10d4 points of damage.

Each acorn grenade explodes upon striking any hard surface. In addition to its regular fire damage, all creatures adjacent to the explosion take 1 point of fire damage per die of the explosion. This explosion of fire ignites any combustible materials adjacent to the target.

**Holly Berry Bombs:** You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage + 1 point per caster level to every creature in a 5-foot-radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful **Reflex** saving throw takes only half damage.

Level Dru6

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## Fire Shield

Evocation [fire or cold]



**Casting Time:** 1 standard action  
**Components:** V, S, M (phosphorus for the *warm shield*; a firefly or glowworm for the *chill shield*)  
**Range:** personal  
**Target:** you  
**Duration:** 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your *fire shield*.

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a *chill shield*) or fire damage (if you choose a *warm shield*). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the *chill shield* is cast, violet or red if the *warm shield* is employed. The special powers of each version are as follows.

**Chill Shield:** The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a **Reflex** save for half damage, you take no damage on a successful saving throw.

**Warm Shield:** The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a **Reflex** save for half damage, you take no damage on a successful saving throw.

Level Sor4, Wiz4

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## Fireball

Evocation [fire]



**Casting Time:** 1 standard action  
**Components:** V, S, M (a ball of bat guano and sulfur)  
**Range:** long (400 ft + 40 ft/level)  
**Area:** 20-ft radius spread  
**Duration:** instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** yes

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

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

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

Level Sor3, Wiz3

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## Fly

Transmutation



**Casting Time:** 1 standard action  
**Components:** V, S, F (a wing feather)  
**Range:** touch  
**Target:** creature touched  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

Should the spell duration expire while the subject is still aloft, the magic fails slowly.

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

Level Sor3, Wiz3

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## Fog Cloud

Conjuration (creation)



**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** fog spreads in 20-ft radius, 20 ft high  
**Duration:** 10 min/level  
**Saving Throw:** none  
**Spell Resistance:** no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Level Dru2, Sor2, Wiz2

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## Foresight

Divination

**Casting Time:** 1 standard action  
 **Components:** V, S, M/DF (a hummingbird's feather)  
 **Range:** personal or touch  
 **Target:** see text  
 **Duration:** 10 min/level  
 **Saving Throw:** none or Will negates (harmless)  
 **Spell Resistance:** no or yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or **flat-footed**. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on **Reflex** saves. This insight bonus is lost whenever you would lose a **Dexterity** bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and **Reflex** saves.

Level Dru9, Sor9, Wiz9

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## Freedom

Abjuration

**Casting Time:** 1 standard action  
 **Components:** V, S  
 **Range:** close (25 ft + 5 ft/2levels)  
 **Target:** one creature  
 **Duration:** instantaneous  
 **Saving Throw:** Will negates (harmless)  
 **Spell Resistance:** yes

The subject is freed from spells and effects that restrict movement, including *binding*, *entangle*, *grappling*, *imprisonment*, *maze*, *paralysis*, *petrification*, *pinning*, *sleep*, *slow*, *stunning*, *temporal stasis*, and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the *maze*.

Level Sor9, Wiz9

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## Gaseous Form

Transmutation

**Casting Time:** 1 standard action  
 **Components:** S, M/DF (a bit of gauze and a wisp of smoke)  
 **Range:** touch  
 **Target:** willing corporeal creature touched  
 **Duration:** 2 min/level (D)  
 **Saving Throw:** none  
 **Spell Resistance:** no

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

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all **Fly** skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Level Brd3, Sor3, Wiz3

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## Heat Metal

Transmutation [fire]

**Casting Time:** 1 standard action  
 **Components:** V, S, DF  
 **Range:** close (25 ft + 5 ft/2levels)  
 **Target:** metal equipment of one creature per two levels, no two of which can be more than 30 ft apart, or 25 lbs of metal/level, all of which must be within a 30 ft diameter circle.  
 **Duration:** 7 rounds  
 **Saving Throw:** Will negates (object)  
 **Spell Resistance:** yes (object)

**Heat metal** causes metal objects to become red-hot. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher. A creature takes fire damage if its equipment is heated. It takes full damage if its armor, shield, or weapon is affected. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing or wielding such an item.

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

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3-5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, **heat metal** deals half damage and boils the surrounding water.

**Heat metal** counters and dispels **chill metal**.

Level Dru2

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## Hold Animal

Enchantment (compulsion) [mind-affecting]

**Casting Time:** 1 standard action  
 **Components:** V, S  
 **Range:** medium (100 ft + 10 ft/level)  
 **Target:** one animal  
 **Duration:** 1 round/level (D); see text  
 **Saving Throw:** Will negates; see text  
 **Spell Resistance:** yes

The subject becomes **paralyzed** and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is **paralyzed** cannot flap its wings and falls. A swimmer can't swim and may drown.

Level Dru2, Ran2

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## Hold Monster

Enchantment (compulsion) [mind-affecting]

**Casting Time:** 1 standard action  
 **Components:** V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)  
 **Range:** medium (100 ft + 10 ft/level)  
 **Target:** one living creature  
 **Duration:** 1 round/level (D); see text  
 **Saving Throw:** Will negates; see text  
 **Spell Resistance:** yes

The subject becomes **paralyzed** and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is **paralyzed** cannot flap its wings and falls. A swimmer can't swim and may drown.

Level Brd4, Sor5, Wiz5

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## Holy Sword

Evocation [good]

**Casting Time:** 1 standard action  
 **Components:** V, S  
 **Range:** touch  
 **Target:** melee weapon touched  
 **Duration:** 1 round/level  
 **Saving Throw:** none  
 **Spell Resistance:** no

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 **holy weapon** (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a **magic circle against evil effect** (as the spell). If the **magic circle** ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one **holy sword** at a time.

If this spell is cast on a magic weapon, the powers of the spell supercede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with **bless weapon** or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Level Pal4

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## Horrid Wilting

Necromancy

**Casting Time:** 1 standard action  
 **Components:** V, S, M/DF (a bit of sponge)  
 **Range:** long (400 ft + 40 ft/level)  
 **Targets:** living creatures, no two of which can be more than 60 ft apart  
 **Duration:** instantaneous  
 **Saving Throw:** Fortitude half  
 **Spell Resistance:** yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Level Sor8, Wiz8

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# Heroism

Enchantment (compulsion) [mind-affecting]

**V** Casting Time: 1 standard action

**S** Components: V, S

Range: touch

Target: creature touched

Duration: 10 min/level

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

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



Level Brd2, Sor3, Wiz3

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## Ice Storm

Evocation [cold]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M/DF (dust and water)  
**M** **Range:** long (400 ft + 40 ft/level)  
**DF** **Area:** cylinder (20-ft radius, 40 ft high)  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** yes

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

Level Dru4, Sor4, Wiz4

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## Incendiary Cloud

Conjuration (creation) [fire]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S  
**M** **Range:** medium (100 ft + 10 ft/level)  
**DF** **Area:** cloud spreads in 20-ft radius, 20 ft high  
**Duration:** 1 round/level (D)  
**Saving Throw:** Reflex half; see text  
**Spell Resistance:** no

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (60% miss chance, and the attacker can't use sight to locate the target). In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make **Reflex** saves each round to take half damage.

The smoke moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

Because the fumes are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. The fumes cannot penetrate liquids, nor can it be cast underwater. A moderate wind (11+ mph) disperses the *incendiary cloud* in 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round.

Level Sor8, Wiz8

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## Insanity

Enchantment (compulsion) [mind-affecting]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S  
**M** **Range:** medium (100 ft + 10 ft/level)  
**DF** **Target:** one living creature  
**Duration:** instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

The subject is permanently **confused**. The subject is mentally befuddled and cannot act normally. The subject cannot tell the difference between ally and foe, treating all creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on the subject must succeed on a melee touch attack. If the subject is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

Roll on the following table at the beginning of the subject's turn each round to see what the creature does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

If the subject is unable to carry out the indicated action it does nothing but babble incoherently. Attackers are not at any special advantage when attacking the creature. Note that the subject will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

*Remove curse* does not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Level Sor7, Wiz7

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## Instant Summons

Conjuration (summoning)

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M (sapphire worth at least 1,000gp)  
**M** **Range:** see text  
**DF** **Target:** one object weighing 10 lbs or less whose longest dimension is 6 ft or less  
**Duration:** permanent until discharged  
**Saving Throw:** none  
**Spell Resistance:** no

You call some nonliving item directly to your hand from virtually any location.

First, you must place your *arcane mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is **invisible**. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Level Sor7, Wiz7

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## Invisibility

Illusion (glamer)

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M/DF (an eyelash encased in gum arabic)  
**M** **Range:** personal or touch  
**DF** **Target:** you or a creature or object weighing no more than 100 lbs/level  
**Duration:** 1 min/level (D)  
**Saving Throw:** Will negates (harmless) or Will negates (harmless, object)  
**Spell Resistance:** yes (harmless) or yes (harmless, object)

The creature or object touched becomes **invisible**. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see **invisible** things or you employ magic to do so.

Items dropped or put down by an **invisible** creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes **invisible**, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary **invisible** creature has a +40 bonus on its **Stealth** checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the **invisible** character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an **invisible** being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

*Invisibility* can be made permanent (on objects only) with a *permanency* spell.

Level Brd2, Sor2, Wiz2

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## Longstrider

Transmutation

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M (a pinch of dirt)  
**M** **Range:** personal  
**DF** **Target:** you  
**Duration:** 1 hour/level (D)  
**Spell Resistance:** no

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Level Dru1, Ran1

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## Mage's Disjunction

Abjuration

**V** **Casting Time:** 1 standard action  
**S** **Components:** V  
**M** **Range:** close (25 ft + 5 ft/2levels)  
**DF** **Area:** all magical effects and magic items within a 40-ft radius burst, or one magic item (see text)  
**Duration:** 1 min/level  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** no

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are unraveled and destroyed completely (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful **Will** save or be turned into a normal item for the duration of this spell. An item in a creature's possession uses its own **Will** save bonus or its possessor's **Will** save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You also have a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the disjunction, no items within it are disjoined.

You can also use this spell to target a single item. The item gets a **Will** save at a –5 penalty to avoid being permanently destroyed. Even artifacts are subject to *mage's disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. If successful, the artifact's power unravels, and it is destroyed (with no save). If an artifact is destroyed, you must make a DC 25 **Will** save or permanently lose all spellcasting abilities. These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Level Sor9, Wiz9

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## Magic Mouth

Illusion (glamer)

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M (a small bit of honeycomb and jade dust worth 10 gp)  
**M** **Range:** close (25 ft + 5 ft/2levels)  
**DF** **Target:** one creature or object  
**Duration:** permanent until discharged  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. *Magic mouth* can also be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. 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. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magic mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

*Magic mouth* can be made permanent with a *permanency* spell.

Level Brd1, Sor2, Wiz2

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## Major Creation

Conjuration (creation)

V  
S  
M

**Casting Time:** 10 minutes  
**Components:** V, S, M (a tiny piece of matter of the same sort of item you plan to create with major creation)  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** unattended, nonmagical object of nonliving plant or mineral matter, up to 1 ft<sup>3</sup>/level  
**Duration:** see text  
**Saving Throw:** none  
**Spell Resistance:** no

You create a nonmagical, unattended object of nonliving plant or mineral matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

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

The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal*	1 round/level

\* Includes adamantite, alchemical silver, and mithral. You can't use *major creation* to create a cold iron item.

Level Sor5, Wiz5

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## Mind Blank

Abjuration

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature  
**Duration:** 24 hours  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

The subject is protected from all devices and spells that gather information about the target through divination magic (such as *detect evil*, *locate creature*, *scry*, and *see invisible*). This spell also grants a +8 resistance bonus on saving throws against all mind-affecting spells and effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Level Sor8, Wiz8

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## Minor Creation

Conjuration (creation)

V  
S  
M

**Casting Time:** 1 minute  
**Components:** V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation)  
**Range:** 0 ft  
**Effect:** unattended, nonmagical object of nonliving plant, up to 1 ft<sup>3</sup>/level  
**Duration:** 1 hour/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

You create a nonmagical, unattended object of nonliving plant matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item. Attempting to use any created object as a material component causes the spell to fail.

Level Sor4, Wiz4

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## Mislead

Illusion (figment, glamor)

S

**Casting Time:** 1 standard action  
**Components:** S  
**Range:** close (25 ft + 5 ft/2levels)  
**Target/Effect:** you/one illusory double  
**Duration:** 1 round/level (D) and concentration + 3 rounds; see text  
**Saving Throw:** none or Will disbelief (if interacted with); see text  
**Spell Resistance:** no

You become *invisible* (as *greater invisibility*, a glamor), and at the same time, an illusory double of you (a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double can consist of visual, auditory, olfactory, and thermal components, as visualized by you. The illusion does not create texture. The illusory double disappears when struck by an opponent unless you cause the illusion to react appropriately.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *greater invisibility* lasts for 1 round per level, regardless of concentration.

Level Brd5, Sor6, Wiz6

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## Moment of Prescience

Divination

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** personal  
**Target:** you  
**Duration:** 1 hour/level or until discharged

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends. You can't have more than one *moment of prescience* active on you at the same time.

Level Sor8, Wiz8

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## Nondetection

Abjuration

V  
S  
M

**Casting Time:** 1 standard action  
**Components:** V, S, M (diamond dust worth 50gp)  
**Range:** touch  
**Target:** creature or object touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect spells*. *Nondetection* also prevents location by such magic items as *crystal balls*. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection*. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Level Ran4, Sor3, Wiz3

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## Phantasmal Killer

Illusion (phantasm) [fear, mind-affecting]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Target:** one living creature  
**Duration:** instantaneous  
**Saving Throw:** Will disbelief, then Fortitude partial; see text  
**Spell Resistance:** yes

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

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

Level Sor4, Wiz4

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## Phase Door

Conjuration (creation)

V

**Casting Time:** 1 standard action  
**Components:** V  
**Range:** touch  
**Effect:** ethereal 5 ft by 8 ft opening, 10 ft deep + 5 ft deep per 3 levels  
**Duration:** one usage per two levels  
**Saving Throw:** none  
**Spell Resistance:** no

This spell creates an ethereal 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 appear when you exit. If you desire, 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. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic reveals the presence of a *phase door* but does not allow its use.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

*Phase door* can be made permanent with a *permanency* spell.

Level Sor7, Wiz7

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## Plant Growth

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** see text  
**Target or Area:** see text  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no

*Plant growth* has different effects depending on the version chosen.

DF

**Overgrowth:** This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so on) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as *entangle* or *wall of thorns*, any DC involved with these spells is increased by 4. This bonus is granted for 1 day after the casting of *plant growth*.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not affected.

**Enrichment:** This effect targets plants within a range of a half-mile, raising their potential productivity over the course of the next year to one-third above normal.

*Plant growth* counters *diminish plants*.

This spell has no effect on plant creatures.

Level Dru3, Ran3

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## Power Word Blind

Enchantment (compulsion) [mind-affecting]

V  
S

**Casting Time:** 1 standard action  
**Components:** V  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature with 200 hp or less  
**Duration:** see text  
**Saving Throw:** none  
**Spell Resistance:** yes

You utter a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

Level Sor7, Wiz7

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## Power Word Kill

Enchantment (compulsion) [death, mind-affecting]

V  
S

**Casting Time:** 1 standard action  
**Components:** V  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one living creature with 100 hp or less  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

Level Sor9, Wiz9

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## Power Word Stun

Enchantment (compulsion) [mind-affecting]

V  
S

**Casting Time:** 1 standard action  
**Components:** V  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one creature with 150 hp or less  
**Duration:** see text  
**Saving Throw:** none  
**Spell Resistance:** yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

Level Sor8, Wiz8

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## Produce Flame

Evocation [fire]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** 0 ft.  
**Effect:** flame in your palm  
**Duration:** 1 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Level Dru1

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## Protection from Spells

Abjuration

V  
S  
M  
F

**Casting Time:** 1 standard action  
**Components:** V, S, M (diamond worth 500 gp), F (One 1,000 gp diamond per target. Each subject must carry the gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.)  
**Range:** touch  
**Targets:** up to one creature touched per four levels  
**Duration:** 10 min/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Level Sor8, Wiz8

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## Rage

Enchantment (compulsion) [mind-affecting]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Targets:** one willing living creature per three levels, no two of which may be more than 30 ft apart  
**Duration:** concentration + 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** yes

Each affected creature gains a +2 morale bonus to **Strength** and **Constitution**, a +1 morale bonus on **Will** saves, and a –2 penalty to **AC**. The effect is otherwise identical with a barbarian's rage except that the subjects aren't **fatigued** at the end of the rage.

Level Brd2, Sor3, Wiz3

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## Repel Wood

Transmutation

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** 60 ft  
**Area:** 60-ft line shaped emanation from you  
**Duration:** 1 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action. If a spear is planted (set) in a way that prevents this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Level Dru6

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## Scintillating Pattern

Illusion (pattern) [mind-affecting]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M (a crystal prism)  
**M** **Range:** close (25ft + 5 ft/2levels)  
**Effect:** colourful lights in a 20-ft radius spread  
**Duration:** concentration + 2 rounds  
**Saving Throw:** none  
**Spell Resistance:** yes

A twisting pattern of coruscating colors weaves through the air, affecting creatures within. The spell affects a total number of HD of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first, and among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. The spell affects each subject according to its HD.

6 or less: **Unconscious** for 1d4 rounds, then **stunned** for 1d4 rounds, and then **confused** for 1d4 rounds. (Treat an **unconscious** result as **stunned** for nonliving creatures.)

7 to 12: **Stunned** for 1d4 rounds, then **confused** for an additional 1d4 rounds.

13 or more: **Confused** for 1d4 rounds.

Sightless creatures are not affected by *scintillating pattern*.

**Level Sor8, Wiz8**

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## Screen

Illusion (glamer)

**V** **Casting Time:** 10 minutes  
**S** **Components:** V, S  
**M** **Range:** close (25 ft + 5 ft/2levels)  
**Area:** 30-ft cube/level (S)  
**Duration:** 24 hours  
**Saving Throw:** none or Will disbelief (if interacted with); see text  
**Spell Resistance:** no

This spell creates a powerful protection from spying and observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to spy the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

**Level Sor8, Wiz8**

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## Secret Page

Transmutation

**V** **Casting Time:** 10 minutes  
**S** **Components:** V, S, M (powdered herring scales and a vial of will-o'-wisp essence)  
**M** **Range:** touch  
**Target:** page touched, up to 3 ft<sup>2</sup> in size  
**Duration:** permanent  
**Saving Throw:** none  
**Spell Resistance:** no

*Secret page* alters the contents of a page so that it appears to be something entirely different. The text of a spell can be changed to show another spell of equal or lower level known by the caster. This spell cannot be used to change a spell contained on a scroll, but it can be used to hide a scroll. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal a *secret page*'s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an erase spell.

**Level Brd3, Sor3, Wiz3**

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## Greater Shadow Evocation

Illusion (shadow)

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S  
**M** **Range:** see text  
**Effect:** see text  
**Duration:** see text  
**Saving Throw:** Will disbelief (if interacted with)  
**Spell Resistance:** yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 7th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only three-fifths damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is three-fifths as strong (if applicable) or only 60% likely to occur. If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *greater shadow evocation*'s level (8th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

**Level Sor8, Wiz8**

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## Shambler

Conjuration (creation)

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S  
**M** **Range:** medium (100 ft + 10 ft/level)  
**Effect:** three or more shambling mounds, no two of which can be more than 30 ft apart; see text  
**Duration:** 7 days or 7 months (D); see text  
**Saving Throw:** none  
**Spell Resistance:** no

The *shambler* spell creates 1d4+2 shambling mounds with the advanced template. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for 7 days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is 7 months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. You can only have one *shambler* spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. The shamblers have resistance to fire as normal shambling mounds do only if the terrain where they are summoned is rainy, marshy, or damp.

**Level Dru9**

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## Shapechange

Transmutation (polymorph)

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, F (jade circlet worth 1500gp)  
**M** **Range:** personal  
**Target:** you  
**Duration:** 10 min/level (D)

This spell allows you to take the form of a wide variety of creatures. This spell can function as *alter self*, *best form IV*, *elemental body IV*, *form of the dragon III*, *giant form II*, and *plant shape II* depending on what form you take. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

**Level Dru9, Sor9, Wiz9**

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## Shout

Evocation [sonic]

**V** **Casting Time:** 1 standard action  
**Components:** V  
**Range:** 30 ft  
**Area:** cone-shaped burst  
**Duration:** instantaneous  
**Saving Throw:** Fortitude partial or Reflex negates (object); see text  
**Spell Resistance:** yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is **deafened** for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a **Fortitude** save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful **Reflex** save. A *shout* spell cannot penetrate a *silence* spell.

**Level Brd1, Sor1, Wiz1**

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## Sleet Storm

Conjuration (creation) [cold]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M/DF (dust and water)  
**M** **Range:** long (400 ft + 40 ft/level)  
**Area:** cylinder (40-ft radius, 20-ft high)  
**Duration:** 1 round/level  
**Saving Throw:** none  
**Spell Resistance:** no

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 **Acrobatics** check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the **Acrobatics** skill for details).

The sleet extinguishes torches and small fires.

**Level Dru3, Sor3, Wiz3**

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## Soften Earth and Stone

Transmutation [earth]

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Area:** 10-ft square/level; see text  
**Duration:** instantaneous  
**Saving Throw:** none  
**Spell Resistance:** no

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a **Reflex** save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls (treat as a cave-in with no bury zone, see Environment).

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Level Dru2

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## Spell Turning

Abjuration

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a small silver mirror)  
**Range:** personal  
**Target:** you  
**Duration:** until expended or 10 min/level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of *spell turning* you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both wounded by *spell turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

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.

Level Sor7, Wiz7

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## Spike Stones

Transmutation [earth]

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** medium (100 ft + 10 ft/level)  
**Area:** one 20-ft square/level  
**Duration:** 1 hour/level (D)  
**Saving Throw:** Reflex partial  
**Spell Resistance:** yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

*Spike stones* impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a **Reflex** save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a **Heal** check against the spell's save DC.

Magic traps such as *spike stones* are hard to detect. A rogue (only) can use the **Perception** skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones*. *Spike stones* is a magic trap that can't be disabled with the **Disable Device** skill.

Level Dru4

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## Stoneskin

Abjuration

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M (granite and diamond dust worth 250gp)  
**Range:** touch  
**Target:** creature touched  
**Duration:** 10 min/level or until discharged  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

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

Level Dru5, Sor4, Wiz4

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## Suggestion

Enchantment (compulsion) [language-dependent, mind-affecting]

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, M (a snake's tongue and a honeycomb)  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one living creature  
**Duration:** 1 hour/level or until completed  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

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

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

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

Level Brd2, Sor3, Wiz3

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## Summon Nature's Ally IV

Conjuration (summoning) [see text]

**V** **S** **M** **DF**  
**Casting Time:** 1 round  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

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

The spell conjures one 4th level creature, 1d3 3rd level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10–2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Dru4, Ran4

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## Summon Nature's Ally VIII

Conjuration (summoning) [see text]

**V** **S** **M** **DF**  
**Casting Time:** 1 round  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Effect:** one summoned creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

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

The spell conjures one 8th level creature, 1d3 7th level creatures of the same kind, or 1d4+1 lower level creatures of the same kind from Table 10–2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Dru8

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## Sunbeam

Evocation [light]

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** 60 ft  
**Area:** line from your hand  
**Duration:** 1 round/level or until all beams are exhausted  
**Saving Throw:** Reflex negates and Reflex half; see text  
**Spell Resistance:** yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful **Reflex** save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a **Reflex** save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Level Dru7

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## Sunburst

Evocation [light]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M/DF (a sunstone and fire source)  
**M** **Range:** long (400 ft + 40 ft/level)  
**DE** **Area:** 80-ft radius burst  
**Duration:** instantaneous  
**Saving Throw:** Reflex partial; see text  
**Spell Resistance:** yes

*Sunburst* causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are **blinded** and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful **Reflex** save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a **Reflex** save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

*Sunburst* dispels any darkness spells of lower than 9th level within its area.

Level Dru8, Sor8, Wiz8

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## Telepathic Bond

Divination

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M (two eggshells from two different creatures)  
**M** **Range:** close (25 ft + 5 ft/2levels)  
**Duration:** you plus one willing creature per three levels, no two of which can be more than 30 ft apart  
**Saving Throw:** 10 min/level (D)  
**Spell Resistance:** none

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an **Intelligence** score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

*Telepathic bond* can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

Level Sor5, Wiz5

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## Greater Teleport

Conjuration (teleportation)

**V** **Casting Time:** 1 standard action  
**Components:** V  
**Range:** personal and touch  
**Target:** you and touched objects or other touched willing creatures  
**Duration:** instantaneous  
**Saving Throw:** none and Will negates (object)  
**Spell Resistance:** no and yes (object)

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

Level Sor7, Wiz7

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## Teleportation Circle

Conjuration (teleportation)

**V** **Casting Time:** 10 minutes  
**Components:** V, M (amber dust to cover circle worth 1,000gp)  
**Range:** 0 ft  
**Effect:** 5-ft radius circle that teleports those who activate it  
**Duration:** 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** yes

You create a circle on the floor or other horizontal surface that teleports, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

This spell instantly transports a creature to the designated destination. There is no range limit and no chance of arriving off target. You need not have seen the destination, but in that case you must have at least a reliable description of the place to which the *teleportation circle* is transmitting. If you attempt to teleport with insufficient information (or with misleading information), the teleported disappears and simply reappears in its original location.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

*Teleportation circle* can be made permanent with a *permanency* spell. A permanent *teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Magic traps such as *teleportation circle* are hard to detect and disable. A character with the *trapsfinding* class feature can use the **Perception** skill to find a *teleportation circle* and **Disable Device** to disarm the magic trap. The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.

Level Sor9, Wiz9

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## Time Stop

Transmutation

**V** **Casting Time:** 1 standard action  
**Components:** V  
**Range:** personal  
**Target:** you  
**Duration:** 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* have their normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

Level Sor9, Wiz9

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## Touch of Idiocy

Enchantment (compulsion) [mind-affecting]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S  
**Range:** touch  
**Target:** living creature touched  
**Duration:** 10 min/level  
**Saving Throw:** no  
**Spell Resistance:** yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's **Intelligence**, **Wisdom**, and **Charisma** scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Level Sor2, Wiz2

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## True Strike

Divination

**V** **Casting Time:** 1 standard action  
**Components:** V, F (small wooden replica of an archery target)  
**Range:** personal  
**Target:** you  
**Duration:** see text

**F** You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Level Sor1, Wiz1

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## Wail of the Banshee

Necromancy [death, sonic]

**V** **Casting Time:** 1 standard action  
**Components:** V  
**Range:** close (25 ft + 5 ft/2levels)  
**Target:** one living creature/level within a 40-ft radius spread  
**Duration:** instantaneous  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** yes

When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

Level Sor9, Wiz9

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## Wall of Fire

Evocation [fire]

**V** **S** **M** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (a piece of phosphor)  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** opaque sheet of flame up to 20 ft long/level or a ring of fire with a radius of up to 5 ft/2levels; either form 20 ft high  
**Duration:** concentration + 1 round/level  
**Saving Throw:** none  
**Spell Resistance:** yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

*Wall of fire* can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Level Dru5, Sor4, Wiz4

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## Wall of Iron

Conjuration (creation)

**V** **S** **M**  
**Casting Time:** 1 standard action  
**Components:** V, S, M (a small iron sheet plus gold dust worth 50 gp)  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** iron wall whose area is up to one 5-ft square/level; see text  
**Duration:** instantaneous  
**Saving Throw:** see text  
**Spell Resistance:** no

You cause 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. The wall cannot be conjured so that it occupies 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.

A *wall of iron* is 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 and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the **Strength** check is 25 + 2 per inch of thickness.

If you desire, the wall can be created 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% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 **Strength** check to push the wall over. Creatures with room to flee the falling wall may do so by making successful **Reflex** saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.

Level Sor6, Wiz6

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## Wall of Thorns

Conjuration (creation)

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Effect:** wall of thorny bush, up to one 10-ft cube/level (S)  
**Duration:** 10 min/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes piercing damage per round of movement equal to 25 minus the creature's AC. **Dexterity** and dodge bonuses to AC do not count for this calculation.

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a **Strength** check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). A creature trapped in the thorns can choose to remain motionless in order 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 attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. 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.

Level Dru5

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## Waves of Exhaustion

Necromancy

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** 60 ft  
**Area:** cone-shaped burst  
**Duration:** instantaneous  
**Saving Throw:** no  
**Spell Resistance:** yes

Waves of negative energy cause all living creatures in the spell's area to become **exhausted**. This spell has no effect on a creature that is already **exhausted**.

Level Sor7, Wiz7

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## Weird

Illusion (phantasm) [fear, mind-affecting]

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** medium (100 ft + 10 ft/level)  
**Targets:** any number of creatures, no two of which can be more than 30 ft apart  
**Duration:** instantaneous  
**Saving Throw:** Will disbelief, then Fortitude partial; see text  
**Spell Resistance:** yes

You create a phantasmal image of the most fearsome creature imaginable to each subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasm. You see only a vague shape. The target first gets a **Will** save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a **Fortitude** save or die from fear. Even if the **Fortitude** save is successful, the subject takes 3d6 points of damage and is **stunned** for 1 round. The subject also takes 1d4 points of **Strength** damage.

If a subject of a *phantasmal killer* attack from the *weird* spell succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the phantasm can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Level Sor9, Wiz9

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## Whirlwind

Evocation [air]

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** long (400 ft + 40 ft/level)  
**Effect:** cyclone 10 ft wide at base, 30 ft wide at top, and 30 ft 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 a speed of 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 for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a **Reflex** save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Level Dru8

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## Wood Shape

Transmutation

**V** **S**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** touch  
**Target:** one touched piece of wood no larger than 10 ft<sup>2</sup> + 1 ft<sup>3</sup>/level  
**Duration:** instantaneous  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** yes (object)

*Wood shape* enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Level Dru2

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## Animal Shapes

Transmutation (polymorph)

**V** **S** **DF**  
**Casting Time:** 1 standard action  
**Components:** V, S, DF  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** up to one willing creature per level, all within 30 ft of each other  
**Duration:** 1 hour/level (D)  
**Saving Throw:** none, see text  
**Spell Resistance:** yes (harmless)

When you cast this spell, you change the form up to one willing creature per caster level into a Diminutive to Huge creature of the animal type of your choice. This spell also allows you to change the form of the willing creature(s) into the a Small or Medium creature of the magical beast type of your choice. The spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. If the form you choose has any of the following abilities, the recipient(s) of *animals shapes* gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

*Diminutive animal:* If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your **Dexterity**, a –4 penalty to your **Strength**, and a +1 natural armor bonus.

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

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

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

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

*Huge animal:* If the form you take is that of a Huge animal, you gain a +6 size bonus to your **Strength**, a –4 penalty to your **Dexterity**, and a +6 natural armor bonus.

*Small magical beast:* If the form you take is that of a Small magical beast, you gain a +4 size bonus to your **Dexterity**, and a +2 natural armor bonus.

*Medium magical beast:* If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your **Strength**, and a +4 natural armor bonus.

Level Dru8

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## Animate Plants

Transmutation

**V**  
**Casting Time:** 1 standard action  
**Components:** V  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** one Large plant per three caster levels or all plants within range; see text  
**Duration:** 1 round/level or 1 hour/level; see text  
**Saving Throw:** none  
**Spell Resistance:** no

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or a number of larger plants as follows: a Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large don't have hardness. *Animate plants* cannot affect plant creatures, nor does it affect nonliving vegetable material.

*Entangle:* Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area of affect or those that enter the area. Creatures that fail their save gain the **entangled** condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the **entangled** condition. **Entangled** creatures can attempt to break free as a move action, making a **Strength** or **Escape Artist** check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion. Spell resistance does not keep creatures from being **entangled**. This effect lasts 1 hour per caster level.

Level Dru7

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## Beast Shape III

Transmutation (polymorph)

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, M (a piece of the creature whose form you plan to assume)  
**M** **Range:** personal  
**Target:** you  
**Duration:** 1 min/level (D)

When you cast this spell, you can assume the form of any Diminutive to Large creature of the animal type. This spell also allows you to take on the form of a Small to Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

*Diminutive animal:* If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your **Dexterity**, a -4 penalty to your **Strength**, and a +1 natural armor bonus.

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

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

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

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

*Huge animal:* If the form you take is that of a Huge animal, you gain a +6 size bonus to your **Strength**, a -4 penalty to your **Dexterity**, and a +6 natural armor bonus.

*Small magical beast:* If the form you take is that of a Small magical beast, you gain a +4 size bonus to your **Dexterity**, and a +2 natural armor bonus.

*Medium magical beast:* If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your **Strength**, and a +4 natural armor bonus.

Level Sor5, Wiz5

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## Clenched Fist

Evocation [force]

**V** **Casting Time:** 1 standard action  
**S** **Components:** V, S, F/DF (a leather glove)  
**M** **Range:** medium (100 ft + 10 ft/level)  
**Effect:** 10-ft hand  
**Duration:** 1 round/level (D)  
**Saving Throw:** none  
**Spell Resistance:** yes

**F** *Clenched fist* creates a Large disembodied magic hand about 10 feet in diameter with its fingers outstretched that appears floating between you and one opponent. Its hit points equal yours when you're undamaged, and its AC 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. Directing the spell to a new target is a move action. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your **Intelligence**, **Wisdom**, or **Charisma** modifier (for a wizard, cleric, or sorcerer respectively) + 11 for the hand's **Strength** score (33), -1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a **Fortitude** save (against this spell's save DC) or be **stunned** for 1 round. The clenched fist can also make 1 bull rush per round. Its **CMB** and **CMD** checks use your caster level in place of its base attack bonus, with a +11 bonus for its **Strength** score (33) and a +1 bonus for being Large (its **Dexterity** is 10, granting no bonus to the **CMD**.) When performing a bull rush the hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. *Clenched fist* prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the *clenched fist* and the target closer to you.

A *clenched fist* can also be directed to interpose itself. The floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent through all magical and mundane attempts to disguise or hide. The hand does not pursue an opponent, however.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Level Sor8, Wiz8

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## Control Winds

Transmutation [air]

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** 40 ft/level  
**Area:** 40 ft/level radius cylinder 40 ft high  
**Duration:** 10 min/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** no

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

**Wind Direction:** You may choose one of four basic wind patterns to function over the spell's area.

- \* A downdraft blows from the center outward in equal strength in all directions.
- \* An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- \* Rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- \* A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

**Wind Strength:** For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a **Fortitude** save or suffer the effect of being in the windy area. See Table: Wind Effects for more details.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, uproot large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Level Dru5

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## Control Winds, Detailed Effects

Transmutation [air]

V  
S

The wind can create a stinging spray of sand or dust, fan a large fire, keel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Table: Wind Effects

Wind Force	Wind Speed	Ranged Attacks	Normal/Siege Weapons <sup>1</sup>	Checked <sup>2</sup>	Blown Away <sup>3</sup>	Fly/Perception <sup>4</sup> Penalty
Light	0–10 mph	—	—	—	—	—
Moderate	11–20 mph	—	—	—	—	—
Strong	21–30 mph	-2/-	—	Tiny	—	-2/-2
Severe	31–50 mph	-4/-	—	Small	Tiny	-4/-4
Windstorm	51–74 mph	Impossible/-4	—	Medium	Small	-8/-8
Hurricane	75–174 mph	Impossible/-8	—	Large	Medium	-12/Impossible
Tornado	175–300 mph	Impossible/impossible	—	Huge	Large	-16/Impossible

<sup>1</sup> The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

<sup>2</sup> Checked: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 **Strength** check (if on the ground) or a DC 20 **Fly** skill check if airborne.

<sup>3</sup> Blown Away: Creatures on the ground are knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 **Strength** check. Flying creatures are blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 **Fly** skill check.

<sup>4</sup> Perception Penalty: Sound-based **Perception** checks take the listed penalty due to the noise of the wind.

**Light Wind:** A gentle breeze, having little or no game effect.

**Moderate Wind:** A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

**Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like).

**Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. This is the velocity of wind produced by a *gust of wind* spell.

**Windstorm:** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns.

**Hurricane-Force Wind:** All flames are extinguished. Hurricane-force winds often fell trees.

**Tornado (CR 10):** All flames are extinguished. Instead of being blown away, vulnerable characters in close proximity to a tornado who fail their **Fortitude** saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage might apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes similar forms of major destruction.

Level Dru5

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## Crushing Hand

Evocation [force]

**V** Casting Time: 1 standard action  
**S** Components: V, S, F (a soft glove)  
**S** Range: medium (100 ft + 10 ft/level)  
**S** Effect: 10-ft hand  
**S** Duration: 1 round/level (D)  
**S** Saving Throw: none  
**S** Spell Resistance: yes

**F** *Crushing hand* creates a Large disembodied magic hand about 10 feet in diameter with its fingers outstretched that appears floating between you and one opponent. Its hit points equal yours when you're undamaged, and is AC 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. Directing the spell to a new target is a move action. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The *crushing hand* can make one grapple attack per round. A *crushing hand* deals 2d6+12 points of damage on each successful grapple check against an opponent. The *crushing hand* can instead be directed to directed to make one bull rush at a target per round. Its **CMB** and **CMD** checks use your caster level in place of its base attack bonus, with a +12 bonus for its **Strength** score (35) and a +1 bonus for being Large (its **Dexterity** is 10, granting no bonus to the **CMD**.) When performing a bull rush the hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. *Crushing hand* prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the *crushing hand* and the target closer to you.

A *crushing hand* can also be directed to interpose itself. The floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent through all magical and mundane attempts to disguise or hide. The hand does not pursue an opponent, however.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Level Sor9, Wiz9



## Dominate Monster

Enchantment (compulsion) [mind-affecting]

**V**  
**S**  
Casting Time: 1 round  
Components: V, S  
Range: close (25 ft + 5 ft/2levels)  
Target: one creature  
Duration: 1 day/level  
Saving Throw: Will negates  
Spell Resistance: yes

You can control the actions of any creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a **Sense Motive** check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect even if the subject isn't aware of it.

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

*Protection from evil* or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Level Sor9, Wiz9

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## Grasping Hand

Evocation [force]

**V**  
**S**  
**F**  
Casting Time: 1 standard action  
Components: V, S, F (a soft glove)  
Range: medium (100 ft + 10 ft/level)  
Effect: 10-ft hand  
Duration: 1 round/level (D)  
Saving Throw: none  
Spell Resistance: yes

*Grasping hand* creates a Large disembodied magic hand about 10 feet in diameter with its fingers outstretched that appears floating between you and one opponent. Its hit points equal yours when you're undamaged, and is AC 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. Directing the spell to a new target is a move action. The floating hand can move as far as 60 feet and can make a grapple attack in the same round. Since this hand is directed by you, its ability to notice or attack *invisible* or concealed creatures is no better than yours.

The *grasping hand* can make one grapple attack or bull rush against a target per round. Its **CMB** and **CMD** checks use your caster level in place of its base attack bonus, with a +10 bonus for its **Strength** score (31) and a +1 bonus for being Large (its **Dexterity** is 10, granting no bonus to the **CMD**). The hand holds but does not harm creatures that it grapples. When performing a bull rush the hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. *Grasping hand* prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the *grasping hand* and the target closer to you.

A *grasping hand* can also be directed to interpose itself. The floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent through all magical and mundane attempts to disguise or hide. The hand does not pursue an opponent, however.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Level Sor7, Wiz7

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## Identify

Divination

V  
S  
M

**Casting Time:** 1 standard action  
**Components:** V, S, M (wine stirred with an owl's feather)  
**Range:** 60 ft  
**Area:** cone-shaped emanation  
**Duration:** 3 rounds/level (D)  
**Saving Throw:** none  
**Spell Resistance:** no

### Lingering Auras

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

You detect magical auras. The amount of information revealed 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 power of the most potent aura

**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 **Knowledge (arcana)** skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15+ 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties by making a **Spellcraft** check (DC 15 + item's caster level, takes 3 rounds per item to be identified and you must be able to thoroughly examine the object.) You can only attempt to ascertain the properties of an individual item once per day. Additional attempts on the same day reveal the same result. On magic items in your possession, *Identify* gives you a +10 enhancement bonus on **Spellcraft** checks made to identify the properties and command words. This spell does not allow you to identify artifacts.

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

**Aura Strength:** An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *Identify* indicates the stronger of the two.

**Lingering Aura:** A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *Identify* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. 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.

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

Spell/Object	Faint	Aura Power	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Level Brd1, Sor1, Wiz1

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## Mass Invisibility

Illusion (glamer)

V  
S  
M

**Casting Time:** 1 standard action  
**Components:** V, S, M/DF (an eyelash encased in gum arabic)  
**Range:** long (400 ft + 40 ft/level)  
**Targets:** any number of creatures, no two of which can be more than 180 ft apart  
**Duration:** 1 min/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** yes (harmless)

All creatures targeted become **invisible**. The effect moves with the group. If a recipient is a creature carrying gear, that vanishes, too. Individuals in the group cannot see each other unless they can normally see **invisible** things or magic is employed to do so.

DF

The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

Items dropped or put down by an **invisible** creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes **invisible**, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that a subject carries but that extends more than 10 feet from it becomes visible.

Of course, a subject is not magically silenced, and certain other conditions can render a recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary **invisible** creature has a +40 bonus on its **Stealth** checks. This bonus is reduced to +20 if the creature is moving. If a spell recipient attacks, the *mass invisibility* ends for all recipients. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the **invisible** character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an **invisible** being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If a subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Level Sor7, Wiz7

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## Legend Lore

Divination

**Components:** V, S, M (incense worth 250gp), F (four pieces of ivory worth 50gp each)

**Range:** personal

**Target:** you

**Duration:** see text

**M** *Legend lore* brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.



**Level Brd4, Sor6, Wiz6**

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## Nightmare

Illusion (phantasm) [mind-affecting, evil]

**Components:** V, S

**Range:** unlimited

**Target:** one living creature

**Duration:** instantaneous

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

**Spell Resistance:** yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject **fatigued** and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier	Connection	Will Save Modifier
None*	+10	Likeness or picture	-2
Secondhand (you have heard of the subject)	+5	Possession or garment	-4
Firsthand (you have met the subject)	+0	Body part, lock of hair, bit of nail, etc.	-10
Familiar (you know the subject well)	-5		

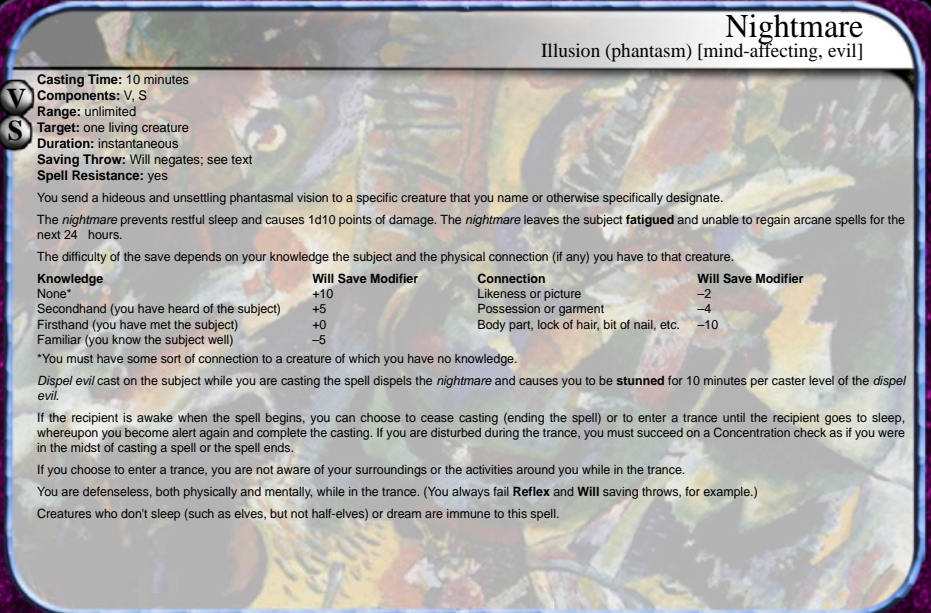
\*You must have some sort of connection to a creature of which you have no knowledge.

*Dispel evil* cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be **stunned** for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail **Reflex** and **Will** saving throws, for example.)

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.



**Level Brd5, Sor5, Wiz5**

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## Lesser Planar Binding

Conjuration (calling) [see text]

**V**  
**S**  
**Casting Time:** 10 minutes  
**Components:** V, S  
**Range:** close (25 ft + 5 ft/2levels)  
**Targets:** one elemental or outsider with 6 HD or less  
**Duration:** instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** no and yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a **Will** saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful **Charisma** check (DC 15 + 1/2 your caster level + your **Charisma** modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a **Charisma** check opposed by the creature's **Charisma** check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the **Charisma** check, the creature breaks free of the spell's effect and can escape or attack you.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free (with the same chance to resist as when it was trapped). Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Level Sor5, Wiz5

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## Prismatic Sphere

Abjuration

**V**  
**Casting Time:** 1 standard action  
**Components:** V  
**Range:** 10 ft  
**Effect:** 10ft radius sphere centred on you  
**Duration:** 10 min/level (D)  
**Saving Throw:** see text  
**Spell Resistance:** see text

*Prismatic sphere* creates an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum, each of which has a distinct power and purpose. Any other creature with less than 8 HD that is within 20 feet of the sphere is blinded by the colors for 2d4x10 minutes if it looks at the sphere.

You can pass into and out of the *prismatic sphere* and remain near it without harm. When you're inside it, however, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe exists, since you are at the center of the sphere, so the lower half is usually occluded by the floor surface you are standing on.

Each color in the sphere has a special effect. The accompanying table shows the seven colors of the sphere, the order in which they appear, their effects on creatures trying to attack you or pass through the sphere, and the magic needed to negate each color.

The *prismatic sphere* can be destroyed, color by color, in consecutive order, by casting the specified spells on the wall; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a *prismatic sphere*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* can only be used on the sphere once all the other colors have been destroyed. Spell resistance is effective against a *prismatic sphere*, but the caster level check must be repeated for each color present. *Prismatic sphere* can be made permanent with a *permanency* spell.

Order	Color	Effect of Color	Negated by
1st	Red	Stops nonmagical ranged weapons. Deals 20 points of fire damage ( <b>Reflex</b> half).	<i>Cone of cold</i>
2nd	Orange	Stops magical ranged weapons. Deals 40 points of acid damage ( <b>Reflex</b> half).	<i>Gust of wind</i>
3rd	Yellow	Stops poisons, gases, and petrification. Deals 80 points of electricity damage ( <b>Reflex</b> half).	<i>Disintegrate</i>
4th	Green	Stops breath weapons. Poison (frequency: 1rd. for 6 rd.; init. effect: death, sec. effect: 1 <b>Con</b> /rd.; cure 2 consecutive <b>Fort</b> saves).	<i>Passwall</i>
5th	Blue	Stops divination and mental attacks. Turned to stone ( <b>Fortitude</b> negates).	<i>Magic missile</i>
6th	Indigo	Stops all spells. <b>Will</b> save or become insane (as <i>insanity</i> spell).	<i>Daylight</i>
7th	Violet	Energy field destroys all objects and effects.* Creatures sent to another plane ( <b>Will</b> negates).	<i>Dispel magic</i> or <i>greater dispel magic</i>

\* The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Level Sor9, Wiz9

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## Shades

Illusion (shadow)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** see text  
**Effect:** see text  
**Duration:** see text  
**Saving Throw:** Will disbelief (if interacted with); varies; see text  
**Spell Resistance:** yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shades* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 8th level or lower.

The illusory conjurations are four-fifths (80%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. Any creature that interacts with the spell can make a **Will** save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a **Will** save. Each disbelieving creature takes four-fifths (80%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is 80% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shades*' level (9th) rather than the spell's normal level. In addition, any effect created by *shades* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 80% likely to work.

A shadow creature has four-fifths the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is four-fifths (80%) normal, and all special abilities that do not deal lethal damage are 80% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just four-fifths as large.

A creature that succeeds on its save sees the *shades* as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their **Will** saves against this spell.

Level Sor9, Wiz9

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## Shadow Conjunction

Illusion (shadow)

V  
S

**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** see text  
**Effect:** see text  
**Duration:** see text  
**Saving Throw:** Will disbelief (if interacted with); varies; see text  
**Spell Resistance:** yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjunction* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

*Shadow conjunctions* are only one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjunctions* to be real are affected by them at full strength. Any creature that interacts with the spell can make a **Will** save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a **Will** save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjunction's* level (4th) rather than the spell's normal level. In addition, any effect created by *shadow conjunction* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the *shadow conjunctions* as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their **Will** saves against this spell.

Level Brd4, Sor4, Wiz4

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## Shadow Walk

Illusion (shadow)

**VS**  
**Casting Time:** 1 standard action  
**Components:** V, S  
**Range:** touch  
**Targets:** up to one touched creature/level  
**Duration:** 1 hour/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** yes

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

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

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

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

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

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

Level Brd5, Sor6, Wiz6

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## Summon Nature's Ally Summoning Chart (Table 10-2)

Conjuration (summoning) [see text]

1st Level	Subtype	2nd Level	Subtype	3rd Level	Subtype	4th Level	Subtype	5th Level	Subtype
Dire rat	—	Ant, giant (worker)	—	Ant, giant (soldier)	—	Ant, giant (drone)	—	Ankylosaurus	—
Dolphin	—	Elemental (Small)	Elemental	Ape	—	Bison	—	Cyclops	—
Eagle	—	Giant frog	—	Aurochs	—	Deinonychus	—	Dire lion	—
Giant centipede	—	Giant spider	—	Boar	—	Dire ape	—	Dolphin (orca)	—
Fire beetle	—	Goblin Dog	—	Cheetah	—	Dire boar	—	Elemental (Large)	Elemental
Mite (gremlin)	—	Horse	—	Constrictor snake	—	Dire wolf	—	Ettn	—
Poisonous frog	—	Hyena	—	Crocodile	—	Elemental (Med.)	Elemental	Giant moray eel	—
Pony (horse)	—	Octopus	—	Dire bat	—	Giant stag beetle	—	Girallon	—
Riding dog	—	Squid	—	Electric Eel	—	Giant wasp	—	Manticore	—
Stirge	—	Wolf	—	Giant crab	—	Griffon	—	Woolly rhinoceros	—
Viper (snake)	—	—	—	Giant lizard	—	Grizzly bear	—	—	—
—	—	—	—	Leopard	—	Lion	—	—	—
—	—	—	—	Shark	—	Mephit (any)	Elemental	—	—
—	—	—	—	Wolverine	—	Owlbear	—	—	—
—	—	—	—	—	—	Pteranodon	—	—	—
—	—	—	—	—	—	Rhinoceros	—	—	—
—	—	—	—	—	—	Satyr	—	—	—
—	—	—	—	—	—	Tiger	—	—	—
—	—	—	—	—	—	—	—	—	—
6th Level	Subtype	7th Level	Subtype	8th Level	Subtype	9th Level	Subtype	—	—
Bulette	—	Brachiosaurus	—	Cloud giant	Air	Pixie (w/irresistible	—	—	—
Dire bear	—	Dire crocodile	—	Elemental (Elder)	Elemental	dance and sleep arrows)	—	—	—
Dire tiger	—	Dire shark	—	Purple worm	—	Storm giant	—	—	—
Elasmosaurus	—	Elemental (Great)	Elemental	—	—	—	—	—	—
Elemental (Huge)	Elemental	Fire giant	Fire	—	—	—	—	—	—
Elephant	—	Frost giant	Cold	—	—	—	—	—	—
Giant octopus	—	Giant squid	—	—	—	—	—	—	—
Giant scorpion	—	Mastadon	—	—	—	—	—	—	—
Hill giant	—	Roc	—	—	—	—	—	—	—
Stegosaurus	—	Tyrannosaurus	—	—	—	—	—	—	—
Stone giant	Earth	—	—	—	—	—	—	—	—
Trikeratops	—	—	—	—	—	—	—	—	—

Level Dru1-9, Ran1-4

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## Teleport

### Conjuration (teleportation)



**Casting Time:** 1 standard action

**Components:** V

**Range:** personal and touch

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

**Duration:** instantaneous

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

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

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

**Familiarity:** "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as *scrying*.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

**Similar Area:** You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

**Mishap:** You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

**Level Sor5, Wiz5**



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**Franz Marc (1880-1916)** – (Cat's Grace, Cat's Grace-Mass, Fox's Cunning, Fox's Cunning-Mass, Shadow Conjuraton, Shadow Evocation-Greater)  
**John Martin (1789-1854)** – (Destruction)  
**Girolamo Francesco Maria Mazzola (Parmigianino) (1503-1540)** – (Polymorph)  
**Adolph Friedrich Erdmann von Menzel (1815-1905)** – (Veil)  
**Michelangelo (1475-1564)** – (Inflict Light Wounds, Mass, Reverse Gravity)  
**Claude Monet (1840-1926)** – (Obscure Object)  
**Gustave Moreau (1826-1898)** – (Bestow Curse, Calm Emotions, Daze, Discern Lies, Heroism-Greater, Hypnotism, Invisibility Purge, Pass Without Trace, Speak with Animals, Suggestion-Mass, Unseen Servant, Waves of Exhaustion)  
**Evelyn de Morgan (1855-1919)** – (Control Winds, Crushing Despair, Detect Poison, Diminish Plants, Dispel Good, Eagle's Splendor-Mass, Elemental Swarm, Globe of Invulnerability-Lesser, Neutralize Poison, Prismatic Spray, Protection from Evil, Remove Curse, Rope Trick, Sepia Snake Sigil, Shield of Faith, Sound Burst, Teleport, Teleport Object, Tree Stride, Vision)  
**Alphonse Maria Mucha (1860-1939)** – (Dimensional Lock, Mage's Lucubration)  
**Edvard Munch (1863-1944)** – (Fear)  
**Caspar Netscher (1639-1684)** – (Poison)  
**Kay Nielsen (1886-1957)** – (Illusory Wall, Protection from Spells)  
**Ida Rentoul Outhwaite (1888-1960)** – (Resilient Sphere, Summon Nature's Ally III)  
**Maxfield Parrish (1870-1966)** – (Dream, Enlarge Person-Mass, Stoneskin)  
**Edward John Poynter (1836-1919)** – (Power Word Stun)  
**Gaetano Previati (1852-1920)** – (Detect Good, Temporal Stasis)  
**Pierre-Paul Prud'hon (1758-1823)** – (Mark of Justice)  
**Witold Pruszkowski (1846-1896)** – (Dimensional Anchor)  
**Raffaello Sanzio da Urbino (Raphael) (1483-1520)** – (Passwall, Protection from Arrows, Spell Immunity, True Strike)  
**José de Ribera (1591-1652)** – (False Life, Inflict Light Wounds)  
**Rembrandt Harmenszoon van Rijn (1606-1669)** – (Atonement, Blindness/Deafness, Erase, Raise Dead, Secret Page, Sending, Teleport-Greater)  
**Salvator Rosa (1615-1673)** – (Detect Evil)  
**Dante Gabriel Rossetti (1828-1882)** – (Acid Arrow, Bless Water)  
**Henri Rousseau (1844-1910)** – (Calm Animals)  
**Peter Paul Rubens (1577-1640)** – (Create Food and Water, Magic Stone, Magic Vestment, Magic Weapon-Greater, Touch of Idiocy)  
**John Singer Sargent (1856-1925)** – (Spike Stones)  
**Friedrich Wilhelm Schadow (1789-1862)** – (Charm Monster-Mass)  
**Egon Schiele (1890-1918)** – (Enervation)  
**Carl Friedrich Schinkel (1781-1841)** – (Deeper Darkness, Order's Wrath)  
**Carlos Schwabe (1866-1926)** – (Regenerate, Sculpt Sound, Symbol of Pain, Transmute Mud to Rock)  
**Charles Spencelayh (1865-1958)** – (Mending)  
**Spettro84** – (Mage's Faithful Hound)  
**Carl Spitzweg (1808-1885)** – (Analyze Dweomer, Command, Dispel Evil, Doom, Hold Animal, Scrying, Stone Tell)  
**John Roddam Spencer Stanhope (1829-1908)** – (Cure Light Wounds-Mass)  
**Virginia Frances Sterrett (1900-1931)** – (Wall of Iron)  
**Wilhelm I Steuerwaldt (1791-1863)** – (Hold Portal)  
**Sebastian Stoskopff (1597-1657)** – (Goodberry)  
**Franz von Stuck (1863-1928)** – (Blade Barrier)  
**William Holmes Sullivan (1870-1908)** – (Reduce Person-Mass)  
**Arthur Fitzwilliam Tait (1819-1905)** – (Snare)  
**Henry Herbert La Thangue (1859 - 1929)** – (Plant Growth)  
**Tintoretto (1518-1594)** – (Cure Serious Wounds-Mass)  
**James Jacques Joseph Tissot (1836-1902)** – (Astral Projection, Death Ward)  
**Jan Toorop (1858-1928)** – (Transmute Metal to Wood)  
**Joseph Mallord William Turner (1775-1851)** – (Daylight, Death Knell, Solid Fog, Tiny Hut)



**Unknown** – (*Animal Messenger, Baleful Polymorph, Bear's Endurance-Mass, Beast Shape I, Beast Shape II, Bull's Strength, Circle of Death, Cone of Cold, Delay Poison, Demand, Divination, Fire Storm, Fog Cloud, Glyph of Warding-Greater, Gust of Wind, Hallucinatory Terrain, Inflict Critical Wounds, Instant Summons, Invisibility Sphere, Greater Invisibility, Mislead, Phantom Steed, Power Word Kill, Reduce Person, Remove Paralysis, Seeming, Sleep, Song of Discord, Stinking Cloud, Summon Swarm, Tongues*)

**Felix Vallotton (1865-1925)** – (*Air Walk, Undeath to Death*)

**Viktor Mikhailovich Vasnetsov (1848-1926)** – (*Detect Scrying, Dominate Animal, Geas/Quest, Heal Mount, Heal-Mass, Holy Smite, Inflict Critical Wounds-Mass, Overland Flight, Shapechange, Symbol of Death*)

**Jan Vermeer (1632-1675)** – (*Discern Location, Fabricate, Suggestion*)

**Leonardo da Vinci (1452-1519)** – (*Charm Animal*)

**John Cimon Warburg (1867-1931)** – (*Transport via Plants*)

**John William Waterhouse (1849-1917)** – (*Alter Self, Charm Person, Curse Water, Mage's Disjunction, Magic Circle Against Evil*)

**John Reinhard Weguelin (1849-1927)** – (*Commune*)

**Albert Welti (1862-1912)** – (*Wind Walk*)

**James Abbott McNeill Whistler (1834-1903)** – (*Pyrotechnics*)

**Hugh William Williams (1773-1829)** – (*Protection from Law*)

**Philips Wouwerman (1619-1668)** – (*Mount*)

**Francisco de Zurbarán (1598-1664)** – (*Holy Aura*)